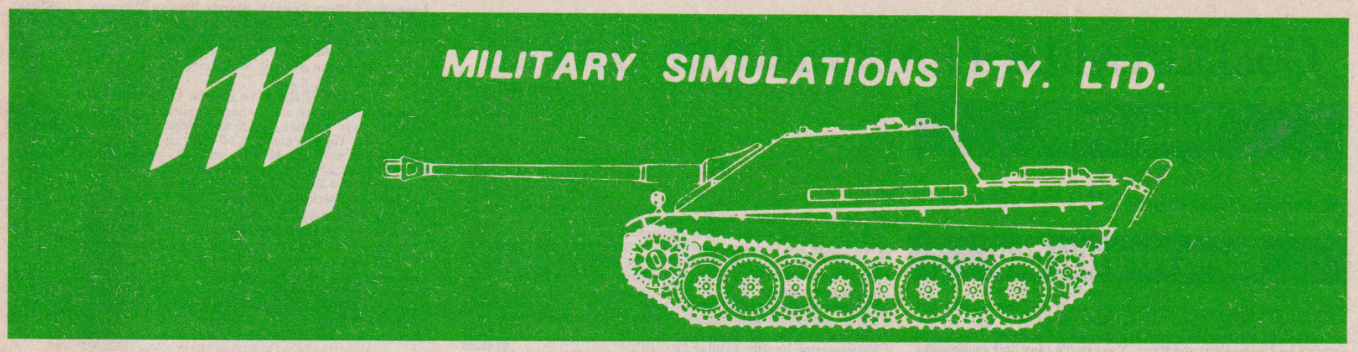


# MAIL ORDER CATALOG

## Spring 1998


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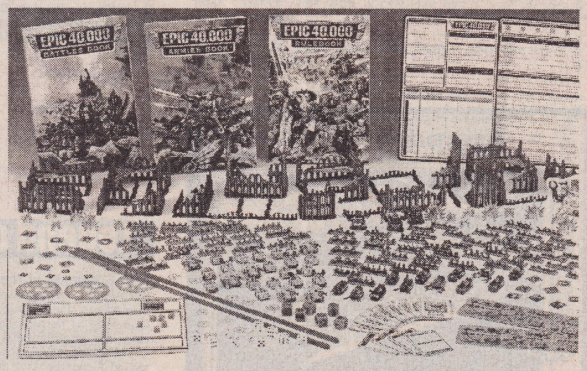
Prices in this catalog are subject to change without prior notice.

## Warhammer Ancient Battles

Perhaps the most exciting miniatures rules released this year - Warhammer Fantasy Battles goes historical! Designed & developed by Jervis Johnson and Rick Priestley, two Games Workshop staff. They have formed a new company, Warhammer Historical Wargames. Uses the same basic rules as Warhammer Fantasy Battles, but with a number of signifcant changes. Firstly, there is no magic and no mega-powerful characters (yes!), just commanders, standard bearers, musicians, and the various troop types - so you can just focus on tactics and combat! Only ancient and medieval weapons are catered for, such as thrusting spears, heavy throwing spears such as the pilum, pikes, kontos, lance, javelins, four types of bow, slings, etc. Armor is none, light or heavy. Shields can be normal, large (such as Early Imperial legionaries), or buckler. Elephants cause fear to enemy infantry and terror to enemy cavalry - but watch out if the elephant stampedes; legionaries are stubborn, meaning they ignore their first break result; warband automatically break an opponent whom they outnumber and cause greater casualties to in the first charge (and if warband break legionaries? - it is a 50% chance for them to break or stand). Drilled troops can open their ranks to let scythed chariots pass through them. There are rules for chariots, skirmishers, artillery, fortifcations, buildings, and two complete army lists: Early Imperial Rome, and Barbarian, which covers Gallic and British Celts, picts, Dacian, early Goths and Franks, etc. The rules are lavishly illustrated with beautiful full color prints of 25mm painted soldiers. We have 46 slightly damaged copies - the bottom of the spine, or the right hand corner, are slightly bashed/bent..... **$35.00**
If you want a copy in prime condition ..... **$47.50**

## Epic Warhammer 40,000 — Normal Retail $120.00 Now $60.00!

This is one of the Games Workshop Big Boxed Games, that normally sells for $120.00! In a galaxy torn apart by endless war, huge armies of tanks and mighty war engines unleash untold destruction across the ravaged battlefields of the 41st millennium. In this 1/300th scale version of Warhammer 40,000, called Epic Warhammer 40,000, you are the commander of a vast army, out-fighting and out-manoeuvring your opponent. Includes a complete plastic Space Marine army, with 6 Land Raiders, 6 Whirlwinds, 12 Rhinos, 8 Space Marine Bikes, Terminators, Techmarines, heaps of Space Marine squads, heavy weapons, etc; and a complete plastic Ork army, with 3 Stompas, 12 Assorted Battlewagons, Wartraks, boarboyz, and heaps of ork and gretchin squads.Also 3 sheets of plastic buildings, 3 rules books, and tons of markers, dice, playsheets, etc! Great value.




### 24 Years of Service

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours, except Eureka orders, which may take 1-2 weeks. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

### The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.30am to 1.00pm on the first and third Saturdays of each month.

### Gift Vouchers

We now offer Gift Vouchers. Just send us the money to the value of the voucher that you require, and we will send back the voucher to you.

### Mil Sims End-Year Warehouse Sale

We are having our grand mid-year warehouse sale on Saturday, Dec 12th, from 8.30am - 12.00pm. Address is 14/136 Cochranes Road, Moorabbin. It's in the warehouse behind Mil Sims.

### Credit Card Phone Orders Welcome

- ☎ Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☎ If it is, quote your Bankcard/Mastercard/VISAcard number and we'll get your order off to you in 24 hours.

### Ansett Express Delivery

If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra $5.00 for each $100 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

### Enquiries

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

### Second Hand Games

Tired of those un-used games lying around the house? Take advantage of our second hand service. Send us a list or bring them into the showroom, and our staff will make you a reasonable offer for any title *we are interested in*. We will give you credit vouchers or stock to the value that we offer for the item/s.

# Collectable Trading Card Games

## Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Aliens Predator CCG

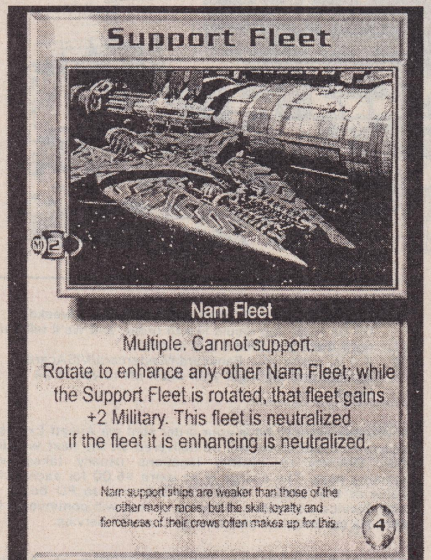
To be released by a co-operation between HarperPrism and Precedence Printing. There will be three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. At the beginning of each game a scenario is chosen and each deck type has different goals. Predator's goal is to collect trophies...and the more equipment he starts with, the more trophies he has to win. The Aliens start the weakest and with very limited numbers...their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms. Terrain cards create customised battlefields. Initial scenarios are set on a starship and at an outpost. Strictly limited stocks at these prices.

**Alien Starter Deck** (60 cards + rules).....**$16.00**
**Predator Starter Deck** (60 cards + rules).....**$16.00**
**Marine Starter Deck** (60 cards + rules).....**$16.00**
**AliensPredator Booster Pack** (15 cards).....**$5.50**
**AliensPredator Booster Display** (540 cards).....**$178.00**

## Babylon 5

PRE **Babylon 5 Limited Edition**
By Precedence, based on the very popular syndicated TV series. Each of the four primary races, Narn, Centauri, Human and Minbari are represented by different Starter Decks. They come with 50 fixed cards and 10 random ones, to ensure great play out-of-the box. There are 24 booster packs to a booster display and the set consists of over 440 cards. To play, choose any point of view in the B5 universe and then create your own victory conditions via Agenda cards. For example, a player might choose an Agenda called *The Glory of the Old Republic*, which would emphasize scoring by increasing the dominance of the Centauri in the universe. Characters can also have personal Agendas which accelerate a player towards victory. For example, Sheridan would like to know what happened to his wife. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat. The unique gameplay faithfully recreates the series, emphasis is on politics, not on combat. And each race has a tension marker with each other race, and before you can go to war with someone, you need to increase the tension level through a number of minor aggressive events. Cards look great, too. I collected almost the whole set.
**Narn Starter Deck** 60 cards, rules, dice.....**$17.00**
**Centauri Starter Deck** 60 cards, rules, dice.....**$17.00**
**Earthforce Starter Deck** 60 cards, rules, dice.....**$17.00**
**Minbari Starter Deck** 60 cards, rules, dice.....**$17.00**
**Babylon 5 Starter Display** 720 cards.....**$183.00**
**Babylon 5 Booster Pack** 8 cards.....**$3.75**
**Babylon 5 Booster Display** 192 cards.....**$81.00**

PRE **The Shadows Limited Edition**
Focuses on the second half of year 2 and all of year 3. Includes cards that represent the awesome destructive capability of Shadow and Vorlon capital ships, as well as various ships in the White Star Fleet. Has President Clark and Emperor Cartagia. A darker Londo Mollari will be presented, and 200 cards have been signed by Ed Wasser, ie, Morden. There are 200 new cards in the set.
**The Shadows Booster Pack** 12 cards.....**$4.95**
**The Shadows Booster Display** 216 cards.....**$81.00**




## BattleTech

WIZ **BattleTech Command's Edition**
Based on FASA's BattleTech boardgame, this trading card game roars to life with armored combat set in the 31st century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! This new edition introduces players' favorite factions from the BattleTech universe in eight preconstructed decks. Factions include Steiner, Kurita, Davion, and Comstar for the Innersphere, and the Smoke Jaguar, Ghost Bear, Wolf and Jade Falcon Clans. Each faction has its own strategy card only found in its deck. Includes cards from Unlimited Edition, Counterstrike, Mercenaries and Mechwarrior. There are over 300 cards in the set.
**BattleTech Commander's Starter Deck** 60 cards, rules, dice..**$14.95**
**BattleTech Commander's Starter Display** 480 cards.....**$110.00**
**BattleTech Commander's Booster Pack** 15 cards.....**$4.50**
**BattleTech Commander's Booster Display** 540 cards.....**$150.00**

**Counterstrike Booster Pack** 15 cards.....**$2.75**
**Counterstrike Booster Display** 540 cards.....**$85.00**
New Mechs and legendary personalities to the battlefield. Players can include the abilities of the universe's most powerful warriors, such as Adam Steiner and Ulrich Kerensky, and mechs such as Daishi Prime.
**Mercenaries Booster Pack** 15 cards.....**$5.00**
**Mercenaries Booster Display** 540 cards.....**$162.00**
The second expansion to *BattleTech* brings Mercenaries to the game.
**Mechwarrior Booster Pack** 15 cards.....**$5.00**
**Mechwarrior Booster Display** 540 cards.....**$162.00**
Mighty new mechs including Naginata and Pirahna, new mission and command cards, famous mechwarriors, 100 new cards. Great art.
**Arsenal Booster Pack** 15 cards.....**$5.00**
**Arsenal Booster Display** 540 cards.....**$162.00**
Introducing non-Mech ground troops, such as elementals, attack helicopters, tanks, hovercraft. New mechs, new mission cards, etc.
**Crusade Booster Pack** 15 cards *Due July*.....**$5.00**
**Crusade Booster Display** 540 cards *Due July*.....**$162.00**
The Innersphere sets its sights on the Smoke Jaguar clan. Features new mechs, new personalities, and pivotal events from the storyline.
**Payback Booster Pack** 15 cards *Due Nov*.....**$5.00**
**Payback Booster Display** 540 cards *Due Nov*.....**$162.00**
Picks up where *Crusade* left off, concluding the storyline from FASA's *Twilight of the Clans* novel series. Expect more mechs and other new cards, approx 100 new cards.

## Deadlands: Doomtown

FIV **Deadlands: Doomtown**
Based on PEG's popular roleplaying game. Players form outfits to seize control of Gammora, a wild, mostly lawless boomtown, that is booming in response to the discovery of a mother-load of ghost rock near by. You'll be working with hucksters, gunslingers, saloon girls, lawmen, villains, undead, and supernatural surprises. But others are attempting to control the town too! The first part has around 120 new cards.
**Deadlands: Doomtown 1&2 Starter Deck** 60 cards, rules.....**$15.95**
**Deadlands: Doomtown 1&2 Booster Pack** 15 cards.....**$5.25**
**Deadlands: Doomtown 1&2 Combo Display** 6 strs, 24 bstrs **$199.00**
**Deadlands: Doomtown 1&2 Booster Display** 720 cards.....**$226.00**

## Dune

FIV **Dune: Eye of the Storm Limited Edition**
By Five Rings Publishing. Based on the popular novels. Set amidst a rich backdrop of political intrigue and economic rivalry, players assume the roles of minor house nobles vying for admission to the Landsraad High Council. By earning a seat on the High Council, players acquire not only the status of a Great House, but also a hereditary claim to the Imperial Throne. Includes over 300 cards, which are personas, holdings, events, resources and plans. You each play with 2 decks, an Imperial Deck and a House Deck. There are two playing fields, Player's Homeworld and Arrakis. Each Starter Display has two copies each of the six basic houses.
**Dune Starter Deck** 60 cards, rules, dice.....**$13.95**
**Dune Starter Display** 720 cards.....**$151.00**
**Dune Booster Pack** 15 cards.....**$4.50**
**Dune Booster Display** 540 cards.....**$145.00**

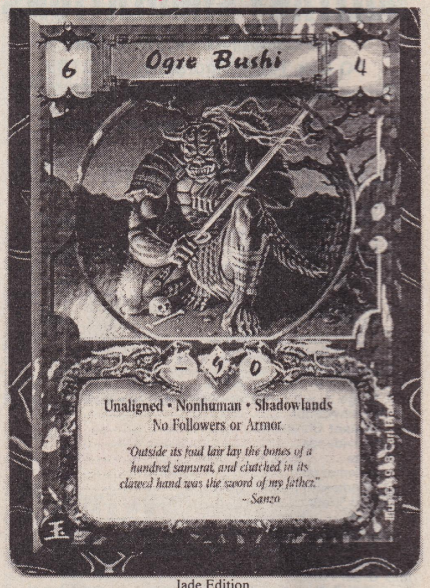
FIV **Dune: Judge of the Change**
First light glints wanly off the dull metal of the newly arrived House frigates. A drum corps pounds a tight cadence as the new governor and his family emerge to regard Arrakis in the morning light. By midday the fanfare reaches its crescendo, the vigor of its celebration vainly fighting against the dizzying heat of the merciless Arrakeen sun.
**Dune: Judge Starter Deck** 60 cards, rules, dice.....**$14.95**
**Dune: Judge Booster Pack** 15 cards.....**$4.50**
**Dune: Judge Combo Display** 540 cards.....**$178.00**

## Legend of the Five Rings

FIV **Legend of the Five Rings: Emerald Edition**
Becoming a very popular game, with absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious wasting disease. Six clans, the traditional defenders of the Empire, have each announced their rightfull claim to an empty Emeral Throne. Many months have passed sicne the War for the Throne began. The once green and pleasant fields of Rokugan are now crimson from the blood of fallen samurai and burned black by the sorcerous fires of the magic wielding shugenja. While some Clans struggle to support the dying Emperor, others plan to overthrow him through treachery. And somewhere in the Empire, an ancient evil waits to be reborn, and prepares a revenge so diabolical that it may mean the destructions of the whole Emerald Empire. There are two decks each of six different Clans in each Starter Display.
**Legend of 5 Rings Emerald Starter Decks** 60 cards + rules
❍ **Lion Clan Deck** The Lion army under the leadership of Matsu Tsuke continues its relentless attack upon the Crane Clan. Proud and honorable, the flowing manes of the Lion samurai warn their enemies of their ferocity in battle.....**$15.00**
❍ **Crane Clan Deck** With only an army of Phoenix samurai defending Doji Palace, all seems lost for this Clan, yet they still control the political movements within Rokugan. But they also have allies: a small army of ronin and the Phoenix Clan.....**$15.00**
❍ **Unicorn Clan Deck** The Unicorn have continued to hold Beiden Pass, preventing any and all armies from moving through the crossroads of the Empire. Strong in magic and possessing the best Samurai cavalry in the Empire.....**$15.00**
❍ **Dragon Clan Deck** Myterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, although now masterless, the best general in the Empire.....**$15.00**
❍ **Crab Clan Deck** These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi, leading the Dragon Clan's army.....**$15.00**
❍ **Phoenix Clan Deck** The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered powerful forbidden magic, but it is corrupting their masters one by one.....**$15.00**
**Legend of 5 Rings Emerald Starter Display** 720 cards.....**$155.00**
**Legend of 5 Rings Emerald Booster Packs** 15 cards.....**$4.00**
**Legend of 5 Rings Emerald Booster Display** 540cards.....**$129.00**
There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.

FIV **Legend of the Five Rings: Obsidian Edition**
Basically a revamped and updated version of *Emerald* Edition. Each Starter Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook.
**Legend of 5 Rings Obsidian Starter Decks** contains as above
❍ **Lion Clan Deck** See description under Emerald Ed.....**$14.00**
❍ **Crane Clan Deck** See description under Emerald Ed.....**$14.00**
❍ **Unicorn Clan Deck** See description under Emerald Ed.....**$14.00**
❍ **Dragon Clan Deck** See description under Emerald Ed.....**$14.00**
❍ **Crab Clan Deck** See description under Emerald Ed.....**$14.00**
❍ **Phoenix Clan Deck** See description under Emerald Ed.....**$14.00**
**Legend of 5 Rings Obsidian Starter Display** 720 cards.....**$151.00**
**Legend of 5 Rings Obsidian Booster Packs** 15 cards.....**$3.75**
**Legend of 5 Rings Obsidian Booster Display** 540cards.....**$121.00**
There are over 300 different cards in the Obsidian Edition.

FIV **Legend of the Five Rings: Jade Edition**
Basically a revamped and updated version of *Obsidian* Edition. Following the events of the Day of Thunder, the Great Clans must adjust to an Empire with Toturi on the throne. The Mantis Clan, lead by Yoritomo has been granted Great Clan status, the fate of the Scorpion Clan is in doubt, and the Phoenix Clan has retreated into the Shadows. Has old and new cards, 300 cards in the set. Has twelve different decks - but when you order, give many 2nd choices in case your 1st choice is sold out, because we will supply any deck at random if the deck/s you have ordered have sold out.
**Jade Edition Starter Deck**.....**$17.00**
Each deck has 60 cards, a free booster pack, Clan Tokens, & rules. The twelve types of decks are: Phoenix Clan, Unicorn Clan, Lion Clan, Dragon Clan, Crab Clan, Crane Clan, Mantis Clan, Brotherhood of Shinsei, Toturi's Army, Shadowlands, Naga, & Scorpion Clan.
**Jade Edition Starter Display** 720 cards.....**$180.00**
**Jade Edition Booster Packs** 15 cards.....**$4.50**
**Jade Edition Booster Display** 540 cards.....**$145.00**



Jade Edition

FIV **ShadowLands**
Five months have passed since the war began, and there is no sign of peace. The Six Clans of the Emerald Empire have all paid the price for turning against each other. Armries of gibbering dead men march against the Clans gainting victory after victory, turning their victims into mad, mindless slaves. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.
❍ **Naga Deck** The serpent folk. They have come to Rokugan for a single purpose, to stop the ShadowLands, even if it means the destruction of the Emerald Empire. But while the Clans turn their concern to their borders, another evil is brewing inside the Empire...Clan Scorpion.....**$14.00**
❍ **Clan Scorpion Deck** This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength and is ready to once again try to take the Emerald Throne.....**$14.00**
**Shadowlands Starter Display** 720 cards.....**$140.00**
There are over 150 different cards in Shadowlands.
**Shadowlands Booster Packs**.....**$9.00**

FIV **Forbidden Knowledge**
The next installment in the story of the Emerald Empire. Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies. The Crab fight a war on two fronts, the Crane is crippled by Scorpion; The Lion Champion follows a samurai-maiden into a trap; while the Phoenix are slowly corrupted by their scrolls; the Unicorns face the Shadowlands alone.
**Forbidden Knowledge Booster Packs** 11 cards.....**$4.50**
**Forbidden Knowledge Booster Display** 506 cards.....**$180.00**
There are over 150 different cards in Forbidden Knowledge.

FIV **Anvil of Despair**
The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains; the Lion Clan defends the Emperor from the armies of the Crab Clan; the Phoenix are being corrupted by evil magics; and the Unicorns are feeling the toll of the war. There are 6 decks each of 2 different Clans in each Starter Display, each deck having a random assortment of cards 150 new cards in the set.
**Anvil of Despair Starter Decks** 60 cards + rules
❍ **Junzo's Army** The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries twist and corrupt the samurai into contorted mockeries of their former selves. Soon they will fight alongside the Shadowlands creatures.....**$10.00**
❍ **Toturi's Army** The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion, as they

set out to save the Empire. Each deck has a random assortment of cards.....$10.00
**Anvil of Despair Starter Display** 720 cards.....$110.00
**Anvil of Despair Booster Packs** 11 cards.....$4.50
**Anvil of Despair Booster Display** 506 cards.....$180.00
There are over 150 different cards in Anvil of Despair.

FIV **Crimson & Jade**
The Clans have finally realised their folly in fighting each other, instead of combining to fight the Shadowlands. But this realization may come too late. The Clans now gather their strength for a final showdown against Yogo Junzo leading the Shadowlands army, in service of the ancient master Fu Leng. But two new allies join the frey: the Shintao Monks and Yoritomo, the Mantis Champion, bringing a new army from the south. There are six decks each of two different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.
❍ **Yoritomo's Alliance Deck** The minor clans have gathered under the banner of Yoritomo, the Mantis Clan Champion. His army is motivated by the chance to receive greatness and greed.....$22.95
❍ **Monk Clan Deck** Wishing peace, but being attacked by Junzo's evil minions, this Clan has joined the war. Armed only with their wisdom and ancient prophesies, this clan waits for the right time to face Fu Leng one last time.....$22.95

FIV **Time of the Void Limited Expansion**
It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Her mighty fortresses and majestic temples lie in ruin and her green fields are stained with the blood of fallen heroes. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil...the Imperial Palace. This is the *final* chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. *Our stocks are strictly limited.*
❍ **Phoenix Clan Stronghold Deck** One Clan will fall... One by one, each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen.....$17.95
❍ **Crab Clan Stronghold Deck** One Clan will be redeemed...The mighty Crab Clan stands outside the Imperial Palace lead by Yakamo, the hero with a jade hand, preparing to assault the city.....$17.95
**Time of the Void Starter Display** 720 cards.....$194.00
**Time of the Void Booster Packs** 11 cards.....$4.00
**Time of the Void Booster Display** 506 cards.....$165.00
There are over 200 different cards in **Time of the Void**.

FIV **Scorpion Clan Coup Part I**
For a thousand years the Scorpion Clan has served the Emperor. But now, Bayushi Shoju, Scorpion Daimyo, has discovered a secret too dire to hide, too powerful to ignore. Fate forces his hand, now is the time of treason. He must lead his Clan against the Emperor himself, otherwise the Emperor will bring doom upon the land for a thousand years. 60 new cards.
**Scorpion Clan Coup Starter Deck** 60 cards + rules.....$14.00
**Scorpion Clan Coup Booster Packs** 11 cards.....$3.50
**Scorpion Clan Coup Combo Display** 6 Str, 24 Bstr.....$151.00
**Scorpion Clan Coup Booster Display** 506 cards.....$145.00

❍ **Scorpion Clan Coup Part II** Bayushi Shoju has killed the Emperor and taken the throne. But everything is going wrong. The other clans have laid siege to the Imperial Palace, and Toturi, who should have been assassinated, suddenly turns up to lead the siege. There are 60 cards in this set, only available as Boosters.
**Scorpion Clan Coup Part II Booster Packs** 11 cards.....$3.50
**Scorpion Clan Coup Part II Booster Display** 506 cards.....$145.00

❍ **Scorpion Clan Coup Part III** Now the self-proclaimed emperor, Bayushi Shoju sits on the throne while all the other clans bar the Crab assault the Imperial Capitol, hoping to remove him. Now Crab clan arrives, but will they stand with Bayushi and the Scorpion Clan, or will they side with the others and help them remove Bayushi from the throne?
**Scorpion Clan Coup III Starter Deck** 60 cards + rules.....$14.00
**Scorpion Clan Coup III Booster Packs** 11 cards.....$3.50
**Scorpion Clan Coup III Combo Display** 6 Str, 24 Bstr.....$151.00
**Scorpion Clan Coup III Booster Display** 506 cards.....$145.00

FIV **The Hidden Emperor**
Powers in the Rokugan Empire is dictated to some degree by the lands controlled by the Clans. With the sudden upheavel resulting from the return of Fu Leng and the end of the Hantei Dynasty, all the Clans struggle for control of not only their own borders but those of their neighbours as well. The various factions in Rokugan do not sleep easily, and when word arrives from the Imperial Palace that Toturi has vanished, the fragile peace forged by the Seven Thunders is cast into serious doubt. There will be nine releases of *The Hidden Emperor*, each containing around 60 new cards.
**Hidden Emperor # 1 Starter Deck** 60 cards + rules.....$14.00
The Naga (Heart of Shinomen Forest) Starter Deck. The ancient race of Naga stirs within the forests, hell bent on destroying the Dragon Clan. Soon they will climb the peak of Mirumoto mountain...
**Hidden Emperor # 1 Booster Pack** 8 cards.....$3.00
**Hidden Emperor # 1 Combo Display** 6 Str, 36 Bstr.....$172.00
**Hidden Emperor # 1 Booster Display** 576 cards.....$194.00
**Hidden Emperor # 2 Starter Deck 60 cards + rules**.....$14.00
**Hidden Emperor # 2 Booster Pack 8 cards**.....$3.00
**Hidden Emperor # 2 Combo Display 6 Str, 36 Bstr**.....$172.00
**Hidden Emperor # 2 Booster Display 576 cards**.....$172.00
**Hidden Emperor # 3 Starter Deck** 60 cards + rules *Sep*.....$14.00
**Hidden Emperor # 3 Booster Pack** 8 cards *Sep*.....$3.00
**Hidden Emperor # 3 Combo Display** 6 Str, 36 Bstr *Sep*.....$172.00
**Hidden Emperor # 3 Booster Display** 506 cards *Sep*.....$194.00

# Legend of the Burning Sands

FIV **Legend of the Burning Sands: Shadow of the Tyrant**
The Scorpion Clan has been exiled from the Emerald Empire. Using an ancient map provided by the Unicorn Clan, Bayushi Kachiko leads her people into the blasted desert known as the Burning Sands, a hellish place where water is life. Raiding tribes of nomads strike without warning from the deep desert. Ancient cities once powerful now lie deserted, filled with the bones. And watching over all is the Tyrant, an immortal ruler who seeks to keep the land subjugated. In this realm, honor is meaningless, survival is everything. To be released in nine parts, each with about 60 cards.
**Burning Sands # 1 Starter Deck** 60 cards + rules *Aug*.....$14.00
**Burning Sands # 1 Booster Pack** 11 cards *Aug*.....$3.50
**Burning Sands # 1 Combo Display** 6 Str, 24 Bstr *Aug*.....$151.00
**Burning Sands # 1 Booster Display** 506 cards *Aug*.....$145.00
**Burning Sands # 2 Starter Deck 60 cards + rules *Sep***.....$14.00
**Burning Sands # 2 Booster Pack 11 cards *Sep***.....$3.50
**Burning Sands # 2 Combo Display 6 Str, 24 Bstr *Sep***.....$151.00
**Burning Sands # 2 Booster Display 506 cards *Sep***.....$145.00

# Magic: the Gathering

WIZ **Portal; Easy to Play Introduction to Magic**
A new introductory approach to *Magic the Gathering*. Introduces 215 new cards that make it easy to learn *Magic*. As with *Magic*, Portal is a strategic card game set in the mythical and fantastical world of Dominia. Each Portal *Starter Set* includes everything needed for play.
**Portal Starter Set**.....$14.95
Contains two preconstructed 35 card decks, a booster pack with 15 random cards, a strategy tip card, a detailed play guide, two paper playmats, and an easy to follow rulebook. Note: every Starter Set is the same!
**Portal Booster Pack** 15 cards.....$4.75
**Portal Two Player Gift Box**.....$39.95
Contains two pre-constructed starter decks, an official guide to Portal, two booster packs, two score keeping beads, two playmats, rulebook, step by step play guide.
**The Official Guide to Portal**.....$13.00

WIZ **Portal: Second Age**
For customers who want to continue playing Portal-level Magic. This is a new themed version of Portal with 165 cards, all new art. Available in several formats:
**Portal Second Age Age Game**.....$15.00
2 x 30 card preconstructed decks, two playmats, play guide, rulebook, 15 card booster.
**P2nd Age Pre-constructed Starter Deck** (40 cards) 5 kinds....$11.00
The 5 types of Preconstructed Decks are: Nature's Assault (marshals the forces of nature), Spellweaver (brings powerful magic to your hand), Goblin Fire (beats your opponent with a pack of wild creatures and firepower to burn through defenses), Martial Law (you overrun your opponent with a small army of fast, white creatures), and Nightstalkers (hammer your opponentwith discard effects and creature destruction.) **Pre-constructed Starter Deck Display**.....$148.00
**Portal 2nd Age Booster Pack** 15 cards.....$4.75
**Portal 2nd Age Booster Display** 540cards.....$150.00
**Portal 2nd Age Gift Box** 2x30 card preconstructed decks, playguide, rulebook, playmats, two 15 card boosters, 2 beads, etc.....$20.00

WIZ **Magic: 4th Edition**
Magic 4th Edition is out of print now, but we were able to dig some up from somewhere. The attraction with these 4th Edition Starters and Boosters is that there are a number of cards, including rares, that you cannot get anymore. Our stocks are strictly limited, so first come, first serve.
**Magic 4th Ed Starter Deck** 60 cards & rules.....$16.00
**Magic 4th Ed Starter Display** 600 cards.....$133.00
**Magic 4th Ed Booster Pack** 15 cards.....$6.00
**Magic 4th Ed Booster Display** 540cards.....$180.00

**Magic 5th Ed Trading Card Game for 2 Players**.....$18.00
A bridge product for someone who wants to move from *Portal* to the more advanced rules and game play strategies found in Fifth Edition. has two 30 card preconstructed decks, larger size rulebook, guidebook, one 15card booster pack.

WIZ **Magic: 5th Edition**
Now in its 5th Edition, Magic: The Gathering is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast. To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's Ante. Seven cards are dealt, the remainder form the Library, from which cards are drawn - discards go into the Graveyard. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The looser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a Spell card. Spells are cast using Mana, which comes from land cards. Creatures are also called forth to do battle against the opponent.
**Magic 5th Ed Starter Deck** 60 cards + rules.....$13.95
**Starter Deck Display** 720cards.....$150.00
This new edition contains over 400 cards selected from Fourth Edition, Ice Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists.
**Magic: 5th Edition Booster Pack** 15 cards.....$4.75
**Magic: 5th Edition Booster Pack Display** 540 cards.....$150.00

**Magic: The Dark Booster Pack** 8 cards.....$10.00
**The Dark Display** 480 cards.....$570.00
The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.
**Magic: Fallen Empires Booster Pack** 8 cards.....$3.00
**Fallen Emp Display** 480 cards.....$150.00
In the southern oceans of Dominia Prime lay a continent of great kingdoms. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival; Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic.
**Magic: Chronicles Booster Pack** 12 cards.....$4.00
**Chronicles Display** 540 cards.....$150.00
This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. These cards have white borders.
**Homelands Booster Pack** 8 cards.....$3.00
**Homelands Booster Pack** (480 cards).....$150.00
Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.
**Magic: Visions Booster pack** 15 cards.....$4.75
**Magic: Visions Booster Display** 540 cards.....$150.00
Over 160 new cards that can be played with Magic, Ice Age or Mirage. Contains more cards featuring flanking and phasing rules, a new game mechanic to challenge even veteran players, exotic, new original art.
**Magic: Weatherlight Booster pack** 15 cards.....$4.75
**Magic: Weatherlight Booster Display** 540 cards.....$150.00
A limited black border expansin with over 160 new cards that can be played with Magic, Ice Age or Mirage.

WIZ **Magic: Ice Age**
Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold.
**Ice Age Starter Deck** 60 cards + rules.....$15.95
**Starter Display** (600 cards).....$144.00
**Ice Age Booster Pack** 15 cards.....$4.75
**Booster Display** (540 cards).....$150.00
**Alliances Booster Pack** 12 cards **Note Cheaper Price!**.....$4.00
**Alliances Display** (540 cards).....$150.00
As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either Magic or Ice Age games.

WIZ **Magic: Mirage**
An expansion like Ice Age that can be played with Magic or played by itself. It is set in the tropical setting of Jamuraa, on the equator of Dominaria. Teferi's Isle, off the coast of Jamuraa, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and war soon breaks out. There are over 300 new cards in the set, including new rules variants. The artwork is a definate improvement over previous Magic releases.
**Mirage Starter Deck** 60 cards + rules.....$14.95
**Mirage Starter Display** (720 cards).....$150.00
**Mirage Booster Pack** (15 cards).....$4.95
**Mirage Booster Display** (540 cards).....$150.00

WIZ **Magic: Tempest**
The flying ship *Weatherlight* has left the light of Dominaria for the shadow plane of Rath in an attempt to rescue Captain Sisay. There, Gerrard and his crew are challenged by Volrath's ship *Predator*, and they encounter wild new forces of magic as they strive to reach Volrath's Citadel. An expansion with 300 new cards that can be played with Magic or played by itself. Designed for experienced players. The most anticipated card is *Time Warp*, a sorcery costing 3UU, that gives you an extra turn. Also has Shadow creatures and Slivers. Shadows can only block or be blocked by Shadows, and Slivers have effects that give a bonus to all Slivers in play.
**Tempest Starter Deck** 60 cards + rules.....$14.95
**Tempest Starter Display** (720 cards).....$150.00
**Tempest Booster Pack** (15 cards).....$5.00
**Tempest Booster Display** (540 cards).....$150.00

WIZ **Magic: Stronghold**
Gerrard of the Weatherlight leads the rescue team into the heart of Rath-Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's Dream Halls, where the Evincar's dreams and nightmares gain substance and eternal life, Gerrard finally comes face to face with Volrath.
**Stronghold Pre-constructed Starter Deck** 60 cards + rules....$15.50
There are four types: The Sparkler, Migraine, Call of the Kor, and The Spikes. Each has 3 rare, 9 uncommon & 48 command & land. Each Stronghold Pre-constructed deck is built to maximise the strength of Stronghold cards.
**Stronghold Starter Display** (720 cards).....$155.00
**Stronghold Booster Pack** (15 cards).....$5.00
**Stronghold Booster Display** (540 cards).....$150.00

WIZ **Magic: Exodus**
As Gerrard and his party battle in the heart of Volrath's stronghold, the rest of the crew of the Weatherlight are forced to battle the deadly flagship of the evincar's army, the Predator. At the same time, the combined armies of the Kor, Vec, and Dal, the oppressed people of Rath, reach the Stronghold's gate and lay siege. Meanwhile, a traitor prepares to lead Gerrard into a deadly trap...
**Exodus Pre-constructed Starter Deck** 60 cards + rules.....$15.00
**Exodus Starter Display** (720 cards).....$150.00
**Exodus Booster Pack** (15 cards).....$5.00
**Exodus Booster Display** (540 cards).....$150.00

WIZ **Magic: Urza's Saga** *Due Oct*
Step into a new story with this large expansion set. Introduces challenging new gameplay concepts and ushers in a new chapter in the epic *Magic* story. Can you played alone or with other *Magic* sets Over 300 new cards.
**Urza's Saga Starter Deck** 60 cards + rules.....$15.00
**Urza's Saga Starter Display** (720 cards).....$150.00
**Urza's Saga Booster Pack** (15 cards).....$5.00
**Urza's Saga Booster Display** (540 cards).....$150.00

WIZ **Vanguard Giftbox**
Has all eight Vanguard cards (one of eight characters from the Magic Multiverse to represent you play in a game. Slightly larger than regular Magic cards, each Vanguard character has different powers that affect the way a players deck functions), Vanguard rules, a card storage box featuring a black mana design that holds 840 cards in standard sized sleeves, one foreign starter deck and two foreign booster packs. Wow.....$25.00

WIZ **Magic Card Boxes**.....$7.50
Wizards of the Coast have released two styles of full color Magic card boxes, each high quality box able to hold 1,200 Magic cards. The boxes are shipped flat and are easily assembled.

PEN **Magic: Official Encyclopedia Vol 1**.....$25.00
224 full color pages, with over 2,000 cards featured in full color, showing the cards from Fourth Ed, Discontinued cards, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, the Dark, Fallen Empires, Homelands, etc. Also a history including setting and story, errata for cards where relevant, forward by Richard Garfield.

PEN **Magic: Official Encyclopedia Vol 2**.....$22.00
144 full color pages, with over 1,300 cards featured in full color, showing the cards from Mirage, Visions, Fifth Edition, Weatherlight, Portal, etc. Also a history including setting and story, errata for cards where relevant.

# Middle Earth: The Wizards

ICE **Middle Earth 2 Player Starter Set**
A special two player starter set with specially assembled decks and Initial Adventure Guide for the beginning player, with simplified rules. The two 60 card decks have been constructed with Gandalf and Saruman. Inlcudes 2 dice, full color map of Middle Earth, two full color player sheets, 2 plastic hobbit company markers.....$36.00

ICE **Middle Earth Challenge Decks**
There are ten different pre-designed decks, ready for tournament or casual play. Each fixed deck has 110 cards, rules summary, and suggestions on how to play the deck. All the cards have a gray border, but normal backs. You can order a specific deck, but if we have run out of that deck, we will substitute another at random. The decks are: *Stewards of Gondor (Saruman), Release the Prisoners (Alatar), Dwarven Quest (Pallando), Bargain Between Friends (Radagast), Return of the King (Gandalf), Spies & Traitors (Aduraphel), Marauding Brood of Uglies (Dwar), Stealthy Tribe (Hoarmurath), Morgul Rallying Cry (Witch-king), Seducing Nations of Men (Indur).*
**Challenge Deck** 110 cards + rules.....$20.00
**Challenge Deck Display** 1100 cards.....$180.00

ICE **Middle Earth: The Wizards**
During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. The five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshall the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards

don't agree on how to achieve this and so the battle is on. There are 480 + cards in this unlimited Edition 2nd printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshalls together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.
**Middle Earth Starter Deck** 76 cards + rules ..... **$15.00**
**Middle Earth Starter Display** 760 cards ..... **$135.00**
**Middle Earth Booster Pack** 15 cards ..... **$5.00**
**Middle Earth Booster Display** 540 cards ..... **$162.00**
**METW The Dragons Booster Pack** 15 cards ..... **$3.00**
**METW The Dragons Booster Display** 540 cards ..... **$97.00**
The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. 180 new black border cards. Beautiful artwork.
**METW Dark Minions** 15 cards Special ..... **$3.00**
**METW Dark Minions Booster Display** 540 cards Special ... **$97.00**
180 new cards including agents such as Grima Wormtongue and Bill Ferny, who can move from site to site hindering companies; Under-deeps such as the awful Under-gates of Moria or the foul Sulfur-deeps of Dol Guldur; Minions Stir such as Undead, and Orcs and Trolls start organizing for combat. 180 new black border cards. Beautiful artwork.

ICE **Middle Earth: The Lidless Eye Limited Edition**
With the release of this fully compatible and stand alone supplement, players will be able to play one of the nine Nazgul, the shadowy Ringwraiths in the service of Sauron, and use minions as "characters", forming companies and gathering power to advance Sauron's cause in Middle Earth. Your goal is to martial enough resources so that Sauron will be confident enough to send you and your armies to launch the first blow necessary to crush the Free Peoples. Has over 350 cards with beautiful artwork, including all the various minion sites that Ringwraiths can use such as Dol Guldur. You can compete against opponents playing as wizards, or as other Ringwraiths.
**ME: The Lidless Eye Starter Deck** 76 cards + rules ..... **$15.95**
**ME: The Lidless Eye Starter Display** 760 cards ..... **$144.00**
**ME: The Lidless Eye Booster Pack** 15 cards ..... **$4.50**
**ME: The Lidless Eye Booster Display** 540 cards ..... **$145.00**

ICE **Middle Earth: Against the Shadow**
Over 140 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on the Wizard player, using resources from *ME: The Wizards*, competing against a Ringwraith player. But so that Ringwraiths can match Wizards in the full range of strategies available, more Ringwraith resources are included. Also new hazards, new items, factions, rings, spells, etc.
**ME: Against the Shadow Booster Pack** 15 cards ..... **$4.50**
**ME: Against the Shadow Booster Display** 540 cards ..... **$145.00**

ICE **Middle Earth: The White Hand**
**ME: The White Hand Booster Pack** 15 cards ..... **$5.00**
**ME: The White Hand Booster Display** 540 cards ..... **$150.00**
Over 120 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on a corrupted Wizard player, as Saruman was corrupted in the novel. A corrupted Wizard can pick and choose the good and evil resources, and will use any means to achieve his end. However, he can only exert his influence over lesser heroes and minions.

ICE **Middle Earth: The Balrog** *Due July*
**ME: The Balrog Booster Pack** 15 cards ..... **$5.00**
**ME: The Balrog Booster Display** 540 cards ..... **$150.00**
Over 100 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. The Balrog's goals are simple - accumulate power and destroy his enemies. He is represented by one of three manifestations: flame form, form of darkness, or serpent form. He will have a card for his whip, sword and cry. His primary domain is the Under-deeps.

ICE **Middle Earth Gift Set**
A sturdy deluxe box with full color art that doubles as storage for 1,000 cards. Includes 272 cards with a value of US $43.50 inside, as well as dice, card list booklets, 2 plastic hobbits, rules with examples, and a full color map with marshalling point tracker. **$90.00**

❍ **Middle Earth: The Wizards Players Guide** Features a strategy guide with ideas about deck-building, game mechanics, and tactical and strategic planning; detailed descriptions of every character, site, resource and hazard card; five sample decks; a thorough card-based index, etc. **$21.50**
❍ **Middle Earth: The Dragons Player Guide** Includes a strategy guide to enhance your deck design; a complete card analysis of all 180 cards; sample decks, tournament rules and card errata, and card tables. **$15.00**
❍ **Middle Earth: Dark Minions Player Guide** Includes a strategy guide to enhance your deck design; a complete card analysis of all 180 cards; five sample decks; tournament rules and card errata; and card tables. **$15.00**
❍ **Middle Earth: Casual Companion** A beginners guide to the game, including a guide to playing the Starter Game vs the Starter Game, answers to common questions, strategy hints, tips for setting up your location deck, scenarios, beginning decks, etc. **$14.95**
❍ **Middle Earth: Lidless Eye Companion** The complete rules are presented in an easy to read format, Ringwraith histories, 6 pages of color maps, tournament guidelines, scenarios. **$16.00**
❍ **Middle Earth: Lidless Eye Player Guide** Includes a strategy guide, complete card analysis, sample decks, etc. **$19.00**

## Mythos - Cthulhu Collectable Card Game

CHA **New ÆON Limited Edition**
The Call of Cthulhu trading card game. Over 200 new cards.
**New ÆON Starter Deck** 60 cards + rules ..... **$15.00**
**New ÆON Starter Display** 600 cards ..... **$135.00**
**New ÆON Booster Pack** 13 cards ..... **$4.95**
**New ÆON Booster Display** 468 cards ..... **$162.00**

## ShadowRun

FAS **ShadowRun Limited Ed**
The year is 2058 AD. Advances in technology are astounding, with humans able to blend with computers and travel through the virtual reality known as the Matrix. No longer mere flesh, many humans have turned to artificial enhancements called cyberware to become more than human. But even more astonishing is the return of magic to the world. Elves, dwarves, dragons, orks and trolls have resumed their true form.
In this very popular ShadowRun trading card game, your goal is to assemble a team of shadowrunners to accomplish Objectives, such as killing a dragon or stealing cutting edge technology. Your opponent protects the Objectives with Challenges such as security guards, electric fences and fierce creatures.
**ShadowRun Starter Deck** 70 cards + rules ..... **$8.95**
**ShadowRun Starter Display** (700 cards) ..... **$79.00**
**ShadowRun Booster Pack** 15 cards ..... **$2.95**
**ShadowRun Booster Display** (540 cards) ..... **$99.00**

**Underworld Booster Pack** 15 cards ..... **$4.00**
**Underworld Booster Display** (540 cards) ..... **$100.00**
With 140 new cards, *ShadowRun Underworld* focuses on the underworld crime scene and allows players to build decks based on criminal elements such as Mafia, Yakuza, and Gangs, which include Halloweeners, The Ancients, and Lone Star.

**Corp War Booster Pack** 15 cards (*due August*) ..... **$4.95**
**Corp War Booster Display** (540 cards) *due August* ..... **$150.00**
For the ShadowRun Collectable Card Game. In the glittering corporate highrises of the Seattle megaplex, a power struggle rages for control of the Awakened world. It's war and the runners are on the front lines. 90 new cards in 15card booster packs.

## Star Trek Next Generation

DEC **Star Trek Introductory Two Player Game**
There are two types, Klingon and Federation. Both sets include two pre-customized 60 card starter decks, one Federation and one Klingon, with new cards being 11 new mission cards and the legendary Spock.; also have two 15 card booster packs, one from the initial white bordered booster, the other from Alternate Universe; and two black border cards: Data laughing and Admiral McCoy. The Klingon set has three black bordered Klingon cards, Mogh, Gi'ral and Ja'rod. The Federation set has three black bordered cards, Admiral Picard, Commander Data, & Commander Troy. **$40.00 each**

DEC **Star Trek Next Generation**
The game features top graphics and photos from the series, plus a fast action game based on the action in the series. A brilliant game that will delight Star Trek fanatics, trading card collectors, and players of games such as Magic; as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include mission cards; dilemma and interupt cards; artifact cards; outpost cards; ship cards; personnel cards, crews with which to form Away Teams; & lastly equipment cards and event cards. Rules are 35 tiny pages.
**Star Trek Unlimited Starter Deck** 60 cards + rules ..... **$15.00**
**Unlimited Starter Display** 720 cards ..... **$162.00**
These are the Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.
**Star Trek Next Generation: Booster Pack** 15 cards ..... **$5.50**
**Unlimited Booster Disp** ..... **$178.00**
A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.
**Alternate Universe Expansion** 15 cards ..... **$5.00**
**Alternate Universe Display** ..... **$162.00**
122 new cards. 49 of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existance. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in various ways. The 1st Ultra-Rare Card, which is randomly packaged, is of the Future Enterprise.
**Q-Continium Booster Pack** 15 cards ..... **$5.00**
**Q-Continium Booster Display** 540 cards ..... **$162.00**
The second expansion for Star Trek, this one feature Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.
**First Contact Movie Booster Pack** 9 cards ..... **$3.50**
**First Contact Movie Booster Display** 270 cards ..... **$94.00**
The next expansion for Star Trek, this one taken from the excellent *Star Trek Next Gen First Contact* movie, which featured a showdown between the Enterprise and her crew and a Borg ship which travels back through time. Includes new rules, one sheet per display.
**Deep Space 9 Starter Deck** 60 cards & rules ..... **$15.00**
**Deep Space 9 Starter Display** 720 cards ..... **$162.00**
**Deep Space 9 Booster Pack** 9 cards ..... **$3.75**
**Deep Space 9 Booster Display** 270 cards ..... **$99.00**
Introduces the Deep Space 9 Space Station, its captain and crew, new affiliations, the Bajoran wormhole, and the Gamma Quadrant. There are 260 new cards. Can by played with Star Trek or buy itself.

**Holodeck Adventures Booster Pack** 15 cards ..... **$4.95**
**Holodeck Adventures Booster Display** 540 cards ..... **$162.00**
The next expansion for Star Trek, featuring the many adventures experienced in the holodecks on the Enterprises, as well as other cards. *Due March'98.*

**Star Trek Next Gen. Card Game Factory Set** **$150.00**
This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments. **Note Special Price**

**Star Trek First Anthology** **$50.00**
A limited edition heavy duty cardboard box that fits over 800 Star Trek Cards. Inside the box are two Unlimited Starter Decks, two Unlimited Booster Packs, two packs of Alternate Universe, Q-Contimium, the Warp Pack, and six cards never seen before: Quark, Paris, Tuvok, Orb of Prophecy and Change, Dr Telek R'Mor and Garak; and a rules supplement.

**Star Trek Official Tournament Sealed Decks**
Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 Alternate Universe Booster, 1 unique 20 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs, being Borg, Bajoran, Cardassian, Federation, Klingon and Romulan. *You cannot specify which you want.*
**Star Trek Official Tournament Sealed Deck** **$32.00**
**Star Trek Official Tournament Sealed Deck Case** (12 dcks) **$350**

## Star Wars

DEC **Star Wars Premiere Introductory 2 Player Game**
The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galatic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader. **$40.00**

DEC **Star Wars Unlimited Edition**
This are the White Bordered unlimited Edition Cards. With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the Star Wars movie. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor; the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long.
**Star Wars Starter Deck** 60 cards + rules ..... **$15.00**
**Starter Deck Display** (720 cards) ..... **$162.00**
***Star Wars Limited Starter Deck 60 cards + rules*** ..... ***$18.00***
***Star Wars LimitedStarter Deck Display (~20 cards)*** ..... ***$194.00***
**Star Wars Booster Pack** 15 cards ..... **$4.50**
**Booster Pack Display** (540 cards) ..... **$145.00**
**Star Wars Limited Booster Pack** (15 cards) ..... **$8.00**
**Star Wars Limited Booster Display** (540 cards) ..... **$259.00**
**New Hope Limited Booster Pack** 15 cards ..... **$5.00**
**New Hope Limited Booster Display** (540 cards) ..... **$165.00**
Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.
**Hoth Limited Booster Pack** 15 cards ..... **$5.00**
**Hoth Limited Booster Display** (540) ..... **$165.00**
Set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. There are new rules, revisions of old rules, and a ton of cool new cards. Each of the game mechanisms is designed to increase strategic posibilities and add depth to the game.
**Dagobah Limited Booster Pack** 9 cards ..... **$3.50**
**Dagobah Limited Booster Display** 540 cards ..... **$165.00**
Yoda makes an appearance. Also included are Jedi Training, new weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters and their ships, and Dagobah locations. Boba Fett is not included! Features 180 new limited edition cards.
**Cloud City ESB Booster Pack** 9 cards ..... **$3.35**
**Cloud City ESB Booster Pack Display** 540 cards ..... **$165.00**
The next limited expansion set in the *Empire Strikes Back* movie. We see Boba Fett, the Cloud City's denizens, etc.
**Jabba's Palace Booster Pack** 9 cards ..... **$3.35**
**Jabba's Palace Booster Pack Display** 540 cards ..... **$165.00**
Jabba the Hutt has captured Han Solo, and the Rebels must rescue him. But first they must use disguise to get past Jabba's henchmen, bounty hunters, and pets. 108 new cards.

**Star Wars First Anthology Limited** **$60.00**
A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are two Unlimited Starter Decks, two limited New Hope Packs, two packs of Hoth, a Jedi Pack, six cards never seen before - Boba Fett, Commander Wedge Antilles, the Death Star Assault Squadron, X-Wing Assault Squadron, Jabba's influence, & Hit and Run; and a rules supplement.

**Star Wars Second Anthology** **$50.00**
A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are two Unlimited Starter Decks, two limited Dagobah Packs, two packs of Cloud City, plus a free bonus selection of preview cards from a future set.

**Star Wars Official Tournament Sealed Decks**
Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 New Hope Booster, 1 unique 18 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs. *You cannot specify which you want.*
**Star Wars Official Tournament Sealed Deck** **$32.00**
**Star Wars Official Tournament Sealed Deck Case** (12 dcks) **$350**

## Vampire: The Eternal Struggle

WIZ **Vampire: The Eternal Struggle**
Wizards of the Coast have released 2nd Edition Jyhad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jyhad, and both sets of cards can be used in tournament play. The rules in this new version are reformatted and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.
**Vampire: TES Starter Deck** 76 cards + rules ..... **$18.00**
**Starter Display** (760 cards) ..... **$162.00**
**Vampire: TES Booster Pack** 19 cards ..... **$5.00**
**Booster Display** (684 cards) ..... **$162.00**
**Dark Sovereigns Booster Pack** (15 cards) ..... **$5.00**
**Dark Sovereigns Booster Disp** (540 cards) ..... **$162.00**
Adds Clans Giovanni and Ravnos, and new disciplines. 100 new cards in the set.
**Ancient Hearts Booster Pack** 12 cards ..... **$4.00**
**Ancient Hearts Booster Disp** (540 cards) ..... **$162.00**
The tragic legacies of Mediterranean Kindred: the Camarillia, Assamite, & Set.
**The Sabbat Booster Pack** (28 cards) ..... **$6.95**
**The Sabbat Booster Display** (672 cards) ..... **$150.00**
Limited print run of over 400 new cards. The Sabbat. Savage, diabolic. For centuries this malicious sect of vampires has rejected the ancient laws of the Undead and waged a war of blood and shadows against their enemies, the kindred of the Camarilla.

## Trading Card Accessories

CRF81100 **DECK PROTECTORS** **$11.00**
These Ultra Pro rigid top loading card protectors are the most important accessory ever released for colletable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display.. **$99.00**
**Black-back Deck Protectors** These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. **$11.00 each** or for a whole display **$99.00** 10 decks.
**Red-back Deck Protectors** These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. **$11.00 each** or for a whole display **$99.00** 10 decks.

GYM **Superpro Sheet Card Holders (1)** **$0.50**
Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

GYM **Floppy Card Sleeves (100)** **$2.00**
For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usuable format.

GRF **Card Album** **$12.00**
High quality card album that fits the Superpro Sheet Card Holders.

CRF250CB **Ultimate Collection 250 Card Plastic Box** **$2.50**
Made of durable, rigid plastic, this box fits 250 trading cards.

# Role Playing Games

## Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Alternity

SCIENCE FICTION TSR has made another entry into the Sci-Fi market. **By TSR.**

### CORE RULES

**ALTERNITY Player's Handbook** This full color book, written especially for players, features a fast-play introduction that allows you to start playing quickly, guidelines for creating science fiction heroes, and rules for combat, challenges, encounters, aliens, mutations, psionics, and future equipment. Tons of full color & B&W art. Looks good - TSR finally made a worthy entrance into the Sci-Fi genre. 254 pages. $51.00

**ALTERNITY Gamemaster Guide** This full color volume with 256 pages and hardback cover has everything needed to moderate the *Alternity* game, including rules for creating characters, adventures and campaigns for any sci-fi setting; a Fast Play chapter that teaches the basics of moderating the game and provides a starting adventure; starships construction rules and a tactical space combat system; star system design rules, thirty aliens and creatures; how to designs aliens & alien artifacts, etc. $51.00

### ACCESSORIES

**Alternity Campaign Kit** Features a four panel GM Screen and 32 pages of record-keeping aids, including supporting cast forms, character sheets, hero roster, ship diagrams, and ship logs. $22.00

**Dataware** This handbook provides expanded rules, game stats and descriptions for futuristic computers, robots, and other types of artificial intelligence. A comprehensive section on the cyber-reality of Gridspace details hacking, netrunning, and virtual reality. Can be used with Star Drive. *Due Oct.* $27.00

### STAR DRIVE

**STAR DRIVE CAMPAIGN SETTING** The first campaign setting for *Alternity*. This hard cover book features stunning cover art and 256 full color pages, packed with illustrations, star maps, maps of cities, deck plans, etc. It is the dawn of the 26th Century, a time where humankind, after centuries of warfare, stands on the threshold of greatness or the brink of destruction. One entire colony in the Verge was destroyed in a matter of hours, with no survivors. Who or what was responsible? Includes history, all aspects of 2501AD human society, from medicine, religion, cybertechnology to the Grid and robotics; 13 stellar nations; the Verge, and a hero creation chapter. Looks excellent. $55.00

Star Drive Campaign Setting

**Alien Compendium: Creatures on the Verge** Inside this 128 page full color volume are more than 60 detailed descriptions of aliens that live in and around the planets of the verge. Creatures range from cystaline lifeforms to sea creatures. $40.00

**Alternity Arms & Equipment Guide** From protective gear to weapons of mass destruction. More than 100 items are detailed, with descriptions, game stats, & illustrations. The items are created specially for the Star Drive setting. *Due July.* $27.00

**The Lighthouse** Lighthouse is a starfaring outpost that roams the Verge and provides a starting point for adventure. Included are maps, ready to use supporting cast members, etc. *Due Dec.* $22.50

**The Last Warhulk** The first full length adventure for the Star Drive setting. A relic from the last galactic war is discovered. This ancient warship continues to fight, although the conflict ended decades ago, threatening millions of lives. *Due Nov.* $22.50

**Threats from Beyond** Details the emerging alien menace known as the Externals. These creatures have began an invasion that could wipe out humanity. *Due Jan'99.* $27.00

### STAR DRIVE NOVELS

**1. Starrise at Corrivale** The scapegoat for a tragic political mistake, Olver Haryn was thrown out of the Corps. But the government is not through with him yet, and Olver may co-operate in being their pawn while the game is worthwhile. *Due Nov.* $10.00

**2. On the Verge** The Concord Marines are thrust into desperate action on the frontier of civilized space, where they are pitted against a threat from beyond the Verge. *Due Jan'99.* $10.00

## Amber

**FANTASY** A unique fantasy/sci-fi role playing game that does not use dice! **By Phage Press.**

**Amber RPG** A complete new role playing system, with three complete adventures, including Throne War, Battleground on Shadow Earth and Into the Abyss. Features the Attribute Auction system where players bid against each other to create a unique family of immortal player characters; enter a universe where Pattern lets you *walk* to any world you can imagine, where *Logrus* tendrils can reach across infinite dimensions, and where Shape Shifting lets characters sprout wings. A mature, demanding, and time consuming system that puts character development above all else. 256 pages, over 100 of which give tips on role playing style & technique with dozens of examples. $37.00

**Shadow Knight** A massive 254 page sourcebook covering Broken Patterns scattered through the Shadow, constructs, the Corridor of Mirrors, demons, the Fount of Power, ghosts, the Lords of Chaos, the Pit, Shadowmastery, ancient artefacts called Spikards, Suhuy the ancient Keeper of the Logrus, King Swayvill, blue stones called Tragoliths, the Undershadow, etc. Was $37.00, now... $13.00

## Armored Trooper: Votoms

**SCI-FI** RTG brings us another high quality RPG based solely upon Japanese animation. **By RTG.**

**Armored Trooper: Votoms** The official licensed role playing game of AT VOTOMs. A hundred years of deadly mechanised warfare has just come to a tentative peace. But for one man, his personal war has just begun. Hounded by a shadowy Secret Society driven to create the perfect killer, he seeks only to answer the riddle of his past, and the outcome of his ultimate Destiny. He is Chirico Cuvie, elite warrior and the Perfect Soldier the Society seeks. Now his destiny has become yours as you enter the world of AT VOTOMs. This book has everything you need to create a world of endless mecha combat and intrigue. Mecha, ships, troops, characters, equipment, and the most complete series background. Produced in the same style as *Bubblegum Crisis.* $42.50

## Ars Magica 4th Ed

**FANTASY** Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. **Atlas Games have taken over development and production of Ars Magica.**

**ARS MAGICA 4th Ed** The new edition of Ars Magica. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folktale and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes. $51.00

**A Medieval Tapestry** Within these pages lies the wealth of Mythic Europe - its colorful inhabitants. This collection describes more than fifty characters in detail. It includes backgrounds, adventure seeds, relevant historical and saga information, complete statistics, etc. $37.50

**Hedge Magic** Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, unearthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world. $23.50

**Kabbalah: Mythic Judaism** Delves into the Jewish Quarters of Mythic Europe, investigating the full spectrum of Jewish law, history, faith and legend. Reveals the mysteries of Kabbalah, its scope ranging from gematria to the Tree of Life to the creation of golems, and two new classes of hedge wizards: baal shem & necromancers. $37.50

**Parma Fabula** Contains a 4 panel GM screen and a 32 page booklet, which has a storyguide that can be used in any saga, including artefacts and other noteworthy items; a fully described library; non-player characters, etc. $25.50

**Return of the Stormrider** Vanquished twenty-three years ago, the tempest rises again. The Storm Steed's hoofprints scorch the earth as the Stormrider lays waste to everything in his path. Includes pregenerated characters plus the adventure. Good for new players too. $25.50

**The Fallen Angel** When something terribly evil from beyond the moon falls to earth, the magi find themselves frighteningly powerless. The magic must discover the secret of the demon's essence and from its native substance forge a weapon to destroy it. Then of course, they must find some-one fool enough to wield it... $22.50

## Babylon Project

**SCIENCE FICTION** The long awaited role playing game of the spectacular television series, *Babylon 5*. **By Chameleon Eclectic.**

**THE BABYLON PROJECT RPG** The year is 2259. The atmosphere aboard Babylon 5, a massive space station set in neutral territory between human space and that of several fractious alien races, is tense. The Earth-Minbari war is over, but trouble is brewing between the Narn and the Centauri. And rumours are circulating - rumours of political chaos back on Earth, of colonies in rebellion, and of the Shadows - a force so dark and powerful that it destroys entire fleets without any survivors. This officially approved RPG of the popular TV series *Babylon 5* is a full color, glossy publication. Full of color paintings inspired from the series, as well as sector maps, photos from the series, and rich background information - without giving away any of the secrets - and there are many secrets: why did the Minbari surrender at the moment of their victory? What did happen to Babylon 4? Who are the Shadows? What do the Vorlons look like? 200+ pages. $47.50

**Babylon Project Gamemaster Resource Kit** Includes a stunning 3 panel GM screen, master copy of the character record sheet and character worksheet, two full color pages of common logos, battle patches, and a full color booklet with optional game rules, stats on the Explorer starship, & race information. $24.00

**Earthforce Sourcebook** It's finally been released! Outlines the structure of Earthgov's military arm, delves into military life, details Earthforce facilities and ships, and features a complete miniatures game of ship to ship combat, with ship record sheets provided for most Earthforce ships, and some Narn, Centauri, and Minbari ships, and with color cut-out counters for all ships. The rules are simple to learn but tactics real hard to master. $35.50

**Earth Colonies Sourcebook** A companion to the Earthforce Sourcebook, which covers humanities military presence in space, this is a complete guide to civilian life in the Earth Alliance sphere, and covers the Mars colony, etc. *Due Sept.* $35.50

## Blue Planet

**BLUE PLANET RPG** Set in the year 2199, on a water planet called Poseidon, this game is a beautiful, and credible, extrapolation of the future results of humankind's destruction of the Earth's ecological resources. Searching the universe in the year 2078AD, a probe finds a traversable wormhole that leads to the discovery and colonization of Poseidon. During the next century the colony thrives in isolation, as civilization on Earth collapses. Now the desperate and greedy people of Earth have reestablished contact with the colony, and return to exploit the valuable life-prolonging xenosilicate "Long Jong." Meanwhile, in the depths of Poseidon's oceans, the natives of the world pursue their own mysterious goals. 346pp. $45.00

**Blue Planet: Archipelago** The largest and most heavily settled group of islands on the world of Poseidon. This is a frontier survival guide, with detailed maps, rich descriptions, key groups and conflicts, latest rumors, clues, plot lines, etc. $30.00

**Blue Planet: Cutting Edge** The high-tech frontier of Poseidon. Covers computers, cybernetics, genetic engineering, vehicles, weapons, and alien nanotechnology. *Due Aug.* $30.00

## BUBBLEGUM CRISIS

**BUBBLEGUM CRISIS RPG** Based on the hit anime video series, the Bubblegum Crisis RPG is packed with art and information never before published in English - it's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers that increasingly rampage through the city. Yet even bravery and firepower of the AD Police are insufficient when faced with Genom's ever-evolving combat Boomers. MegaTokyo needs help. And like it or not, it will come from The Knight Sabres, a mysterious team of vigilantes stalking MegaTokyo, battling Genom's powerful combat Boomers, equipped with weapons years in advanced of others: hardsuits and robotic motorcycles. With heaps of color and B&W artwork. $40.00

**Bubblegum Crisis: Before & After** Details the events, characters and equipment from the two spin-off series from BGC: AD Police which takes place before Bubblegum Crisis, where before the Knight Sabers, only the AD Police stood between man and machine; and Bubblegum Crash, set after BGC, where admidst a sea of robots and androids, the ultimate evil is back - and only the Knight Sabers stand between MegaTokyo and the total destruction of Bubblegum Crash. Packed with new equipment, weapons, boomers, hardsuits, power armor. $28.95

**Bubblegum Crisis EX** Has a heap of stuff *not* in the anime series, including three new battlemovers, five new motorcycles, seven new power suits, seven new motoslaves, personal items, hardsuits and mods, new weapons, 24 new boomers, original Japanese artwork, complete fuzion game stats, adventure, etc. $25.50

## Call of Cthulhu

**HORROR** Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! **By Chaosium.**

**Call of Cthulhu 5th Edition** A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. $47.95

**1990s Handbook** A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. $22.00

**Adventures in Arkham Country** Five adventures, running the length of the Miskatonic Valley. Investigators can visit Arkham, Bolton, Dunwitch, Falcon Point, Kingsport, & the Dreamlands. Ancient temples, degenerate deep ones, strange disappearances. $34.00

**Arkham Sanitarium** Contains a large number of useful forms for use in the RPG. Death certificates, insanity certificates, patient records, and even fingerprint forms, & a 25 page Sanitarium prescription pad. $28.50

**A Resection of Time** a 64 page scenario book. At first, the death of successful archaeologist Kyle Woodson seemed an accident, an automobile crash turned fatal. When certain medical irregularities become apparent, the investigators end up travelling across the 1990s America until they reach ancient Mayan ruins. $20.00

**At Your Door** A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. $30.00

**Blood Brothers** 13 casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. $32.50

**Blood Brothers II** 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, & is specially constructed to be completed in one or two evenings. $32.50

**Coming Full Circle** The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed on the town. $31.95

**The Complete Dreamlands** Fourth Edition, expanded and revised. Provides all you need to know to enter the land of dreams. It includes a travelogue of the Dreamlands, a huge gazetteer, statistics for over thirty prominent NPCs, a bestiary of over sixty monsters, a map, two adventures: Lemon Sails and Pickman's Student, etc. Almost 100 pages of background information. $37.50

**Cthulhu Creature Companion** This collection of over 100 creatures is a must for any Keeper. It contains all the game statistics

for each monster, as well as a travelogue of additional detail from the famed Mythos explorer Sir Hansen Poplan. Contains most of the material from Ye Booke of Monstres I & II. *Due Oct.* $34.00

**Cthulhu Live** A live action horror game set in the universe of eldritch horror created by HP Lovecraft. It is a game in which players interact with each other as they explore arcane mysteries. Four to eight players is average, but you can have up to 15. These rules are more simple than the RPG, and there are no dice or tables needed. $27.00

**Dark Designs** 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. $32.50

**Day of the Beast** Originally published as *The Fungi From Yuggoth*, this revised, new edition also has 50 pages of new material including three totally new adventures. Set in 1927, the investigators must travel to four continents and the planet Celaeno. $33.95

**Dead Reckonings** An anthology of scenarios set in mysterious New England. Set in Arkham, Dunwich, and the small village of Martin's Beach, these adventures span the spectrum of terror. Herein the dead walk, shadowy cults clash with monstrous forces, and an abomination awaits rebirth into something worse. $25.50

**Delta Green** By Pagan Publising, 298 pages. The largest Cthulhu sourcebook ever. Inside you'll find a secret history of the 20th century, and the movers and shakers who are players in the game: Delta Green, the outlaw conspiracy working inside the US government to fight the darkness, Majestic-12, etc. Plus new skills, new spells, new weapons, two scenarios, etc. $47.50

**Encyclopedia Cthulhiana 2nd Ed** This 2nd Ed reference guide has been expanded and revised. New features include new entries, thumbnail illustrations of the most important signs & symbols, a timeline of the Cthulhu Mythos, etc. $27.00

**Escape From Innsmouth** Recreates Lovecraft's most haunted locale. Here are all of the terrible places, brooding characters, evil tomes, and monstrous inhabitants of Innsmouth. This is a revised second edition with an entirely new section. $38.95

**Fatal Experiments** Three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg, Duck's Foot Pistol. $32.50

**Horror's Heart** This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Lavoie family of Montreal and learn what imperils them, and glimpse a strange cult that thrives in Quebec. $22.00

**Before the Fall Innsmouth Adventures Prior to the Great Raid of 1928** Four dangerous adventures set in Innsmouth, in whose harbor the fish always seem to bite unusually well. *Due Aug.* $22.00

**In the Shadows** A disappearance, a plea for help, the strike of sudden madness. Three new mysteries lure the investigators into adventure. Each requires heaps of evidence gathering and is life threatening, requiring teamwork. $20.00

**Keepers Compendium** 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background including. forbidden books, secret cults, alien races, mysterious places. $21.00

**King of Chicago** Guide to Chicago in the 1920s, featuring background material & scenarios. Lose your sanity in Al Capone's home town ! 128 pages. Marseilles in France is also visited. $18.50

**Minions** Fifteen short scenarios and brief encounters designed for one or more intrepid investigators. What business has the mysterious prowler following an investigator home? What does Farmer Billman have buried squirming beneath the woodland floor? $20.00

**No Man's Land** The setting is WW1, the Arden Forest. You are members of the famous Lost Battalion, confronted by German soldiers & the arcane forces of the Cthulhu Mythos. *July.* $25.50

**Nocturnum: Long Shades** By Fantasy Flight. The Nocturnum campaign introduces a new alien evil to your *Call of Cthulhu* game. This first book contains a wealth of background material on this malignant new force, as well as three complete adventures. This is a post-modern setting. $34.00

**Secrets** Secrets that have been allowed to fester and darken in the shadows. This Fright Night scenario pack is suitable for beginning GMs and investigators, and the adventures also by experience investigators. Handouts and maps. $15.00

**Strange Eons** Three adventures set in unusual times and places: in Renaissance Spain during the logical, dread, and austere Spanish Inquisition; in a twenty-first century lunar outpost; and in Elizabethan England, among certain talented playwrights. Six pregenerated characters are provided in each scenario. $25.50

**Taint of Madness** Sourcebook discussing the recognisable forms of insanity, the historical treatment of the insane, how the mad or the incompetent are handled, and what the legal complications of being classified insane may portend. $32.50

**The 1920s Investigator's Companion** Split into four sections. The Roaring Twenties which details life in that period; On Becoming an Investigator which offers 140 different occupations and uses of skills; The Tools of the Trade including various forms of transportation, investigators' equipment and guns; Words of Wisdom - advice to the investigator on how to survive. $32.50

**The Bermuda Triangle** 1990s sourcebook. What secrets lie within the Devil's Triangle? Why was the Mary Celeste abandoned after it passed throught Triangle's waters? What caused the disappearance of an entire flight of Avengers in 1945? This is a guidebook to the entire Caribbean region, and has heaps of hard facts & Cthulhu ideas about the Bermuda Triangle. $30.00

**The Compact Arkham Unveiled** A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition of Arkham unveiled. $32.50

**The Compact Trail of Tsathuggua** When ancient writings are discovered on a floating iceberg, an expedition is formed at Miskatonic University to investigate. The second scenario focuses on the living horror growing behind the sasquatch legend. $15.00

**The Complete Masks of Nyarlathotep** At long last the Stars are almost Right. Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably, but not quite yet. Pesky human investigators have learn much, but can they survive long enough to make sense of what they know? This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who attempt to unravel the fate of the Carlyle Expedition. Also includes four new episodes, added keeper support material and a new version of the Australian chapter. $36.50

**The Dreaming Stone** Set primarily in Lovecraft's Dreamlands. There, the investigators will travel through many realms of wonders. The Temple of Loveliness at Kiran, the Jungle of Kled, the Great Library of the Dreamlands, the desolate Forbidden Lands, and the Far Side of the Moon. Will the investigators be able to halt Nyarlathotep's plan before it is too late? $20.00

**The London Guidebook** Explores London during the 1920s. Discover secrets and arcane facets of this fog-shrouded city of mystery. Explore the strange tunnels beneath the city. With scenario, maps. $25.50

**The New Orleans Guidebook** New Orleans in the 1920's is a city of many faces. The gaiety of Mardi Gras is juxtaposed with rampant corruption. The genteel decline of the French Quarter, the location of the city's original settlement, stands in contrast to the rich opulence of the Garden District. $29.00

**The Thing at the Threshold** A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori artefacts, a subsequent expedition triggers tragic future consequences. $28.95

**The Realm of Shadows** A 1940s campaign by Pagan Publishing. Has source material on ghouls, the Cult of the Charnel god, and the notorious Cultes des Goules, as well as four adventures that take investigators through Massachusetts, the Dreamlands, and the rain forests of French Guiana. 200 pages. $35.50

**Utatti Asfet** A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight". set in the 1990s. $35.50

**Ye Book of Monstres II** Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, eldar gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities. $20.00

### CTHULHU MYTHOS ANTHOLOGIES

**1. The Hastur Cycle** A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle. $17.50

**2. Mysteries of the Worm** 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price. $18.50

**3. Cthulhu's Heirs** New collection of tales, modern authors follow in the squidgy footsteps of Lovecraft & pals. $18.50

**4. Shub-Niggurath Cycle** A collection of tales about Shub-Niggurath, the Black Goat of the Wood, an evil deity. $18.50

**5. The Book of Iod** Thirteen short stories by Henry Kuttner, friend of Lovecraft and Bloch. $18.50

**6. The Azathoth Cycle** Sixteen horror tales concerning the ultimate chaos, a god that created the universe by mistake, or as a joke. $18.50

**7. Made in Goatswood** 17 stories written by authors who admire the works of Ramsey Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley. $18.50

**8. The Dunwich Cycle** 9 stories set where horror begins - in the Dunwiches of the world the old ways linger. They are places that shelter horrifying truths. $18.50

**9. The Disciples of Cthulhu** The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others. $18.50

**10. The Cthulhu Cycle** The latest collection of tales from the Cthulhu Mythos, this one starring the great tentacled monstrosity himself. $18.50

**11. The Necronomicon** Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon. $21.00

**12. Xothic Legend Cycle** The complete Mythos fiction of Lin Carter. $18.50

**13. Nyarlathotep** The Mighty Messenger of the Outer Gods, Nyarlathotep has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms. $18.50

**14. Singers of Strange Songs** Eleven new tales of horror, as well as three reprints of excellent but little known work by Mr Lumley. $22.00

**15. Scroll of Thoth** Twelve tales of the Cthulhu mythos by Richard L Tierney, all focusing upon Simon Magus and the Great Old Ones. $22.00

**16. The Complete Pegana** Newly set versions of Dunsany's first two books, Gods of Pegana and Time and the Gods. $22.00

**17. The Innsmouth Cycle** The Taint of the Deep Ones in 13 tales, including the spectre of nuclear weapons, a Freedom of Information Act searching the government coverup of Innsmouth. $22.00

**18. Tales of Innsmouth** A shadow hangs over Innsmouth, home of the mysterious deep ones and the secretive Esoteric Order of the Dagon. An air of mystery and fear looms...waiting. *Oct.* $22.00

**19. The Book of Eibon** A tome so ancient that it was originally written in the Hyperborean language, long before Atlantis. *July.* $22.00

**20. Nightmare's Disciple** This first full-length Cthulhu novel contains a wealth of terror. About an insame cultist bent on freeing a monstrous goddess from imprisonment. Opposing him is a dectective. Set in the modern world, mature readers only. *July.* $25.50

**21. The Ithaqua Cycle** Includes 13 tales related to Ithaqua, the Wind-Walker. *August.* $22.00

**22. Alien Intelligence: Delta Green** By Pagan Publishing. Eight tales of cosmic horror and personal apocalypse, as the agents of Delta Green, now working without any government support, continue to fight against the rising tides of darkness. $20.00

## Champions

**SUPER HEROES** The world of flying super heroes and super villains. **By R.Talsorian Games & Hero Games.**

**CHAMPIONS: The New Millennium** With 200 pages, 16 in color, this all new edition of Champions features the new combined Hero/RTG system, FUZION, which first debuted in *Bubblegum Crisis*. A major cataclysm has shaken the very foundations of our universe, utterly destroying the mighty heroes who once protected humanity. The old Champions are all dead, but their enemies now prey on the world. Dr Destroyer, Black Paladin, Mechanon, Eurostar, to name a few, are bigger and badder than ever. Only you can stop them. You have newfound unearthly powers, but are you tough enough for the job? Features a powerful story driven setting, you can create the superhero *you* want to create; and you can design super powered weapons, martial arts and vehicles. With complete character write ups for the new Champions and their enemies, history, organisations, Bay City, special effects, etc. $42.50

**Champions: Alliances** You can't do it alone. You can do things that most people only dream about, but being a hero is a hard job - you need alliances. But not just heroes need allies, the bad guys need allies too. Now get the inside data on the Guard, the Arcadian Academy, the Scions of Caine, Odyssey Research Institute, over two dozen new high powered characters, two new settings, etc. $23.50

**Champions: Bay City** Information on Bay City, where some of the greatest heroes and harshest villains on Earth call it home - it's the paranormal capital of the world. Details regions, neighborhoods, 30 hot spots, 20 new heroes and villains, new powers, etc. $34.00

## Changeling

**HORROR** The last game in White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Wraith. **By White Wolf.**

**CHANGELING: THE DREAMING 2nd Ed RPG** Enter into the realm of modern fantasy! Here faerie knights battle for control of ancient fiefdoms under the very noses of the mortal world. This game is filed with fantastic beings of myth and legend, from the towering honorable trolls to the sly and elusive sluagh to the mischievous pooka. These children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not use cantrip cards! 294 color pages. $54.00

**Changeling Dice** Ten D10 dice with bag. $14.00

**Changeling Player's Guide** Here you learn new secrets behind the origins of the nine kith. Discover the 13th kith of the Nunnehi Nations. Delve into the secrets of new Arts, and explore new Legacies and backgrounds. $37.50

**Changeling Storytellers Guide** Clarifications of existing rules, guidelines for maximizing use of chimera in your game, a complete FAQ list, & expanded rules for diceless roleplaying. $33.00

**Changeling Storytellers Screen 2nd Ed** Screen containing all the most useful charts; an introductory story, crossover rules. $25.50

**Dreams and Nightmares** Enter the world of myth and dreams. Many changelings venture into the Dreaming in search of their nearly forgotten paradise, Arcadia. Others come here in search of treasures and Dream stuff, others for adventure. $27.00

**Freeholds & Hidden Glens** Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countrysides across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellsprings of Glamor still exist today. Explores seven freeholds. $25.50

**Immortal Eyes: The Toybox** San Fransisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. $25.50

**Immortal Eyes: Shadows on the Hill** Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches. Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banality. $25.50

**Immortal Eyes: Court of All Kings** The Emerald Isle. Ireland - the heart of Celtic myth & legend. Here is a land divided by petty kings, a land of ancient mysteries & of powerful magic. And most sought of all is Sivler's Gate, the last gate to Arcadia - rumored to be hidden along the island's rocky shores. $25.50

**Isle of the Mighty** Journey to a land of ancient magics and hidden wonders - the isle of Great Britain. This *Changeling/Mage* crossover explores the hidden realms and secret societies of both mages and Kithain. $37.50

**Kithbook: Nockers** Although nocker creations are highly prized among the kingdoms of the Kithain, most changelings bear little love for these dour and foul-mouthed tinkers. So brusque is nocker personality that few take time to get to know them. $20.00

**Kithbook: Satyrs** Wild passion is at the heart of all satyrs. Yet they are held in high regard for their wisdom. With a complete history from their origins in ancient Greece to the modern day, new merits, flaws, and treasures only available to satyrs. $25.50

**Kithbook: Sluagh** Known as whisperers in the darkness, these Kithain are a mystery. Explore the secrets of these most elusive fae..but beware, there are some secrets best not learned. $20.00

**Kithbook: Trolls** Truth, honor, justice. It is for these things that trolls stand. Silent and strong, the trolls are often looked upon the protectors of fae kind. But once the trolls ruled the kingdoms of the fae, and maybe they will again one day... for now the trolls continue their silent vigil - watching, waiting. $20.00

**Kingdom of Willows** The tranquil South holds the promise of endless summer for the Kithain of Concordia. But promises fade, dissolved by unspoken rivalries and dark despotic dreams. Beneath the gilded mask of Sourthern Hopitality, a madman's ambition gnaws at the heart of the land. Amid a flurry of hopes and dreams, High King David and his new queen, Faerilyth, begin a grand tour of Concordia in King Meilge's realm. Then disaster strikes. $30.00

**Nobles: The Shining Host** From time immemorial the noble sidhe have ruled the fae. Learn their secrets of power: how and why they maintain their chokehold over the commoners. This book covers the history of the nobility, from their return in '69 and the Accordance War which followed. $20.00

**Noblesse Oblige: The Book of Houses** Since the Mythic Age, the noble houses have been hailed as the leaders of the fae. Though most know only a little of these houses, few truly understand them. Finally, here is a discourse on the five most powerful houses. $30.00

**The Autumn People** The world is a deadly place for the fae. Autumn People are everywhere - they bring dullness and tedium to the world. They destroy both chimera and changeling alike. The Dauntain are dark and twisted, & hunt and destroy the fae. $20.00

**The Enchanted** Sometimes the mortal children of Kithain are chosen by the Dreaming to be part of the world of Enchantment. Though not truly changelings, these people can interact with the fae and are often swept up in their adventures. $25.50

**The Shining Host** Live roleplay Changeling rules. Welcome to the world of the Dreaming, where the dreams are real. This book has everything you need to bring the magic and mystery of *Changeling* into a live action setting. From chimera to cantrips, satyr debauchers to sidhe nobles. And they're waiting for you. $27.00

### CHANGELING NOVELS

**1. The Splendor Falls**
Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings? $10.00

**Immortal Eyes Trilogy**

**2. Shadows on the Hill** The six changelings are trying to find a way back to the land of the dreaming, but so is the Forsworn prince, but for his own dark purposes. Can they stop him? $10.00

**3. Court of All Kings** One of the Changelings' own has betrayed them. Now he sails for Ireland, ancient home of the sidhe, accompanied by the forsworn Prince, who has three of the faerie treasures known as Immortal Eyes. The remaining oathmates must follow in search of the fourth and final Eyestone. $10.00

## Chivalry & Sorcery

**MEDIEVAL FANTASY** One of the all-time classic medieval role playing games, now in its 3rd Edition. **By Highlander Designs.**

**CHIVALRY & SORCERY** This new 3rd Edition has a character creation system for both point based and randomly generated characters, or a mixture of the two, in about half-an-hour. Optional rules allow for special abilities, flaws, determining your character's Astrological sign and much more. There are 16 character vocations, a new Skillscape system which allows any character to develop any skill; there are over 250 skills; a new Crit Die system, which allows for quick and realistic results. You need three 10-sided dice. There are seven mage vocations, heaps of spells, rules for creating magical devices, over 175 magical materials, and rules governing the creation of a Mage's focus. The game is set in late thirteenth century Europe, but includes a huge magical/fantasy element. 200 pages. $34.00

**Chivalry & Sorcery GM's Handbook** All the info the GM needs, including awarding experience, designing your own adventures, creating monsters and creatures, how to run a feudal setting, and a complete fantasy setting, including map. $30.00

**Chivalry & Sorcery GM's Shield** Your typical GM screen as well as a 16 page booklet with a scenario guide and seven new magical devices of power. $18.00

**Stormwatch** Your party has been charged with creating a buffer zone between the nation of Elb and the advancing Orc horde. For 4 - 8 characters of 1st to 3rd level. With eight character cards. $13.50

**The Black Dragon Reaches of Marakush** Sourcebook that presents a complete fantasy world, including an overall history, wide range of different settings, races, religion, magic, languages, currency, gazetteer, timeline, social background tables, new creatures and technology levels. $25.00

## Conspiracy X

**SF HORROR/MYSTERY** Very clearly inspired by the X-Files television series. **By New Millennium Entertainment.**

**CONSPIRACY X RPG** Based heavily on the X-Files. You work for a secret US government organisation, Aegis, who has been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But as in the X-Files, you go head-to-

head with another secret US government organisation, "Black Book". This organisation co-operates with the aliens, assisting in alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychers, etc, so right from the start your work is cut out for you. You are up against aliens and the men of the Black Box. 224 profusely illustrated pages. **$47.50**

**Aegis Handbook** You are mankind's only hope. What they don't know will hurt them and keeping the truth secret is the only way to protect them. With expanded Aegis recruitment, new backgrounds, more character traits and the newest equipment. Details how to conduct investigations & cover-ups. 160 pages. **$41.50**

**Atlantis Rising** The most human of all aliens, the Atlaneans may be humanity's greatest enemy or our only hope. Immortal, invulnerable, possessed of astounding technology, they sit astride the pinnacle that mankind hopes one day to achieve. With history, culture, nanotechnology, NPCs, adventure. **$29.00**

**Conspiracy X Game Master's Screen** The usual GMs Screen filled with easy reference charts and tables. Also has a 48 page booklet detailing a pregenerated AEGIS team with complete bios, stats, & cell info. Also a mission. **$27.00**

**Cryptozoology** The study of unknown terrestrial lifeforms is called cryptozoology. We know them as Big Foot, Sasquatch, Loch Ness Monster, Yeti, etc. All these and more are revealed in this book. This 128 page book also introduces two new organizations, the Royal Cryptozoology Society & Titandae. **$29.00**

**Exodus: Saurian Sourcebook** 65 million years ago they fought a war on the Earth so devastating that it nearly destroyed that world and everything on it. Those who survived fled to the stars, looking for a new home. Now they are back amongst us, hiding their reptillian forms under false human flesh. Has their technology, history, culture, spacecraft, eight nations, etc. *Due July.* **$30.00**

**Forsaken Rites** The supernatural sourcebook. Has new descriptions of incarnate, ghosts, demons, and other supernatural beings. An extensive grimoire of rituals, a history of magic. New rules for using rituals, exploring supernatural sites, and battling corruption. And a full adventure. **$30.00**

**Nemesis: The Grey Sourcebook** Thousands have reported seeing flying saucers and little gray aliens. Hundreds have described horrifying abductions and experiments. Aegis operatives have been watching Grey activity on Earth for decades, and they are no closer to the truth - until now. This 96 page sourcebook explains the history, technology, psychic powers, etc, of the Greys. **$26.00**

**Shadows of the Mind** Using psychics as pawns in its struggle for world domination, Aegis has created several successful programs to develop and utilize psychic powers, all of which was hidden behind masks of secrecy. Details the governments horrific experiments, the Soviet connection, new rules, mind control technologies, new player backgrounds, etc. **$30.00**

## Cosmic Enforcers

**SUPERHERO** A superpowered science fiction role playing game in the tradition of Palladium books. **By Myrmidon Press.**

**COSMIC ENFORCERS RPG** Puts you in control of techno-powered super heroes and villains in a hard core science fiction future of the year 2025. Earth Central sits at the head of the table of the Galactic Alliance, a coalition government of the Milky Way's seven known races. After years of warfare, peace finally reigns, but not for long...Dark forces have gathered their power waiting for the perfect time to strike down the alliance and restore chaos to the universe. Now only one barrier stands in the way of their obsession with total anarchy. They are known as the Cosmic Enforcers. 220 illustrated pages. **$34.00**

**Villains & Foes** By Kevin Long. Focuses on the criminals and miscreants of the Galaxy - from sinister villains to misguided heroes, from superpowered terrorists to insane murderers. Also features Chicago in the 21st century, owned by criminals. Has cybernetics, new weapons, powers, magic and psionics. **$27.00**

## Cyberpunk 2020

**SCI-FI** A hyper-tech near-future of corporate wars, bio-engineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. **By R.Talsorian Games.**

**CYBERPUNK 3rd Edition** In 2022 the two mightiest corporations in the world went to war, and touched off a blaze which engulfed the globe. That was years ago. Things have settled down since, but nothing is the same as it was...This new edition of Cyberpunk will be advancing the timeline forward from 2020 by a few years, and adding some new elements which will give the setting a more post-modern, as opposed to post-apocalyptic, feel. Features the new FUZION system, like Bubblegum Crisis. *Dec '98?* **$42.50**

**Blackhand's Street Weapons 2020** A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boosterganger is pointing a peashooter or a hand cannon at you. **$13.50**

**Chromebook # 2** One of the most popular Chromebooks is now back in print. Covers new cyberware including a remote, removable eye, equipment, weapons, including the Rhinemetall Railgun and the Anti-Matter Rifle, both great for dealing with all forms of power armor and metalgear. Also details heaps of new full-body replacement packages - the latest trend in survivability; chameleon devices, etc. **$23.50**

**Compendium of Modern Firearms** 224 page comprehensive sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. **$39.95**

**Corp. Book III** Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. **$16.95**

**Cybergeneration 2nd Ed** It is 2027. The Cyberpunk movement is dead, crushed beneath the jack boots of the Incorporated States of America, a tyrannical techno-government that rules through media, money and unstoppable cybernetic might. But a new force has taken to the street to carry on the battle their parents lost. Raised on danger and deception, forged in the fires of a mysterious nanotech plague that has ravaged the 21st century, the handful of angry juvegangers now wield incredible powers that defy both science and cybertech. They are the Cybergeneration. This second edition of Cybergeneration is a complete role playing game in the Cyberpunk tradition, featuring 18 yogang character roles, amazing nanotech abilities and powers, edgerunner characters, a complete netrunning and combat system, 21st century weapons, netware, street-tech, the Adversaries and Allies of the Corporate controlled America, lost of background info, and lost more role playing action, with the emphasis on role playing. **$37.50**

**Deep Space 2nd Ed** Near Orbit, updated to 2020, with report Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, & some Orbital politics. **$20.00**

**Ecofront** For Cybergeneration, an info packed journal outlining a specific aspect of the CyberRevolution. In this volume you get the basics on fighting the war for the environment, with information on various Eco-groups, the state of the ecology, and the tools of bioengineering. You can run a strike with the EcoRaiders, etc. Includes the new cyberevolved scouts. **$16.95**

**Edgerunners Inc** Wanted: Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, body-guarding, asset acquisition, smuggling, investigation, demolitions, code-cracking, repossession, counter repossession, damaging corporate property, and engagement in other profitable but only remotely legal operations. **$20.00**

**Eurosource Plus** European sourcebook for the 2020s has been expanded. Still using European authors, the book is 50% larger than the previous edition. Features the education, vocation, & politics of the European Community; roles with a distinctively Euro-twist (these aren't your typical American solos and fixers), tons of background material on all the countries of Europe from Greece to Russia. Describes Euro high society, Interpol, crime syndicates, etc. **$30.00**

**Firestorm: Stormfront** The first of two books presenting the events and participants in the Fourth Corporate War. This one focuses on the early stages of the War between OTEC & the Eurocorp CINO. Soon Arasaka and Militech are drawn into the conflict. With water technologies and warfare and the growing sniping war between the corps. This book is the connection between the current edition of Cyberpunk, an the new 3rd Ed coming out next year. **$30.00**

**Firestorm: Shockwaves** The second of two books presenting the events and participants in the Fourth Corporate War. Now, as brutal battles continue between Arasaka and Militech, cities around the globe turn to rubble. No more covert operations, edgerunners and troops are holding gun battles down the main streets of cities around the globe. Tons of new information. **$29.00**

**Generation Gap** The Cybergeneration referees handbook. With tips for players and GMs on how to run a campaign based around kids, source material about life in the ISA, and information about how to run a CyberRevolution campaign. Due Oct. **$20.00**

**Home of the Brave** Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc; the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. **$23.50**

**Land of the Free** The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientists daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2'x3' map of the USA with all major cities, cardstock vehicle plans, business cards, clues. **$30.00**

**Live and Direct** In the 21st century, no one and nothing has more effect on the people than the media, its creators, and its reporters. Military strength and economic might are hallmarks of nation-state and mega-corp alike, but it is influence - the ability to shape perceptions, opinions, and even emotions of billions of people worldwide - that ensures the power of the media. **$20.00**

**MediaFront** The nation's populace is fed an unending stream of propaganda and psychological sedatives via the myriad forms of electronic entertainment which permeate ISA culture. Can the Cyberevolved break the iron grip the government has on the minds of the masses? For Cybergeneration. **$16.95**

**Neo Tribes** In 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, , jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light & eating pre-pack, in exchange for starlight, freedom & a life of riding the range, living their own way. **$20.00**

**Pacific Rim Sourcebook** The Pacific Rim. The name conjures up images of high-tech glitterlands. Here every dream can come true, realised by the tech-wizards of the Orient. But under the Westernised exterior lie traditions thousands of years old, and beneath the clean streets lurks a shadow world more sinister than any American sprawl. Covers from Hawaii to China, Japan to New Zealand and Australia. The Rim has it all, smuggling, piracy, and revolutions. **$23.50**

**Rache Bartmoss' Brainware Blowout** Like Blackhand's Weapons, this book gathers and presents all the software, cybermodems, and computers from all Cyberpunk books. Also stats from all the new stuff in the Netrunner Trading Card game. Tons of illustrations. **$23.50**

**Rough Guide to the UK** Great Britain, the birthplace of Punk music, punk fashion, and Punk attitude. There's a Queen on the throne now but martial law still rules a quarter of the country. The book also covers media, society, a general overview of each administrative region, such as Scotland, Sussex, Wales, etc. **$20.00**

**Solo of Fortune II** 96 pages including America's top ten solos, the latest in walking vehicles and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends over the next ten years, lots of interviews, info behind the iron curtain, South America, etc. **$23.50**

**Tales from the Forlorn Hope** Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. **$16.95**

**VirtualFront** Rache Bartmoss returns from the grave again to lead the Cybergeneration on an invasion of the global computer net. For Cybergeneration. **$20.00**

**Wildside** Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bros, specialising types of fixers, eg, lowlife Leeches, Go-Betweens, create your own "organisations', etc. **$20.00**

**When Gravity Fails** Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & a sexy adventure. From the novels of George Alex Effinger **$20.00**

## Deadlands

**Wild West** The Wild West in the 1870s USA, but with many differences - one being that Cthulhu has visited the game! **By Pinnacle Entertainment.**

**DEADLANDS RPG** The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hexslinging Hucksters, Mad Scientists armed with weird, steampunk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Cthulhu monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends, and their mysterious masters, the Reckoners. **$51.00**

**City O' Gloom** This boxed set covers the area in and around what was once Salt Lake City. Includes 128 page sourcebook, 32 page adventure, 32 page steam cybernetics book, full color two sided poster map, and card inserts. *Due July.* **$51.00**

**Deadlands Poker Deck** Two complete decks of playing cards with the most wicked Weird Western art. **$30.00**

**Deadlands T-Shirt** XL T-shirt saying *I Am the Law!* **$32.00**

**Devil's Tower Part 1: The Road to Hell** A chain of events begins unfolding in *City O' Gloom* that will change the Weird West forever, beginning with the murder of some of Professor Darius Hellstromme's scientists. Can be played with *City* or by itself. **$18.00**

**Fire & Brimstone** Rules for how to play blessed folks from many major faiths, from Bible-thumping Christians to enigmatic Buddhists. There are also more than 60 miracles for the faithful, two dozen all-new gifts and 20 different forms of divine intervention, plus a spine-tingling adventure. **$36.00**

**Ghost Dancers** Packed with everything you need to play Indians. It's got new Edges, Hindrances, Knacks and gear, 40 shamanic favors & 15 rituals. Notes on the differences between the tribes, six kinds of shamanic medicine, & the legendary hunting grounds. **$36.00**

**Hucksters & Hexes** Hucksters draw their knowledge of magic from cryptic codes scattered through *Hoyle's Book of Games*. Reveals Hoyle's secrets and 100 new hexes & arcane lore. **$36.00**

**Marshal Law Revised** Your typical GM screen and two all new yarns chock full of horrific secrets guaranteed to send shivers down your hero's spine! Also a new character sheet. **$25.50**

**Rascals, Varmints & Critters** Desperadoes, abominations and strange critters - the strangest collection of creatures you've ever seen in one place. *Due August.* **$34.00**

**Smith & Robards** Mad scientists and their weird gizmos are the focus of this book done in the spirit of a famous catalog. Traditional weapons and elixirs, ornithopters, submersible boats, steam tanks, and other fantastic devices. **$34.00**

**The Book of the Dead** Draws back the curtain of death and reveals the secrets of those who have been beyond the veil-and back. These die-hard heroes live with the curse that while they should be pushing daisies, an evil manitou has hooked into each of their souls, keeping them from rightful rest. Contains rules for generating and running undead characters in the game. **$34.00**

**The Quick & the Dead** The guide to the weird west, including the election of '76, the Great Rail Wars, the twisted tales of the High Plains, the low-down on towns such as Deadwood, Tombstone and Dodge, new rules for posses and Marshals, arcane lore on knacks, relics and duels. A 144 page hardback book. **$44.95**

**Twisted Tales** This here book's got space in it for you to record your posse's wanderings in the Weird West, plus there's a deluxe character record sheet, and rules for giving faithful writers a bonus for their efforts. **$8.50**

**Weird Wailin's** The Deadlands music CD! About 60 minutes of music to set the scene when roleplaying the game. **$27.00**

### DIME NOVELS

**Perdition's Daughter** Ronan Lynch, Bad Luck Betty and Velvet Van Helter had no idea what they were up against when they took on a job to free a rich man's son from the religious cult he'd joined. It all seemed simple enough. Contains a novelette and small adventure. **$8.50**

**Independence Day** Celebrate the 4th of July in the Disputed Lands! Ever since he turned up dead, Roman Lynch has been wandering around the Weird West, trying to stay out of trouble that follows him like a hungry bear. He ends up working with Wyatt Earp, and encounters a mysterious serial killer called the Butcher. Contains a novelette and small adventure. **$8.50**

**Night Train** Our undead gunslingers next adventure finds him in the town of Varney Flats just as the ominous Night Train rolls into town. This is the third Dime novel, including an adventure. **$8.50**

**Strange Bedfellows** The fourth Dime novel. Ronan Lynch doesn't know what's in store for him when he checks out that mysterious Wasatch camp basking in the light of the full moon. But it's more than he bargained for. **$8.50**

**Ground Zero** Ronan Lynch's friends are in the worst spot of their lives. Not only have they failed to stop Billy Stormwalker from destroying a sacred caern in the Savage West, but they've lost Ronan to an evil manitou. **$8.50**

**Savage Passage** Ronan and his companions attempt to foil the plans of the nefarious Doctor Helstromme. Includes rules for converting characters from Deadlands to Werewolf:Wild Wst. **$8.50**

**See Deadlands in the Miniatures section for The Great Rail Wars and range of miniatures.**

## Advanced Dungeons & Dragons

**FANTASY** A bunch of people sit around a table, scoffing junk food, screaming deliriously with every `20' rolled, and generally trying to kill everything that moves & hoarding loot! **By TSR.**

### INTRODUCTION

**The Complete AD&D Starter Set** Epic roleplaying adventures with knights, dragons and magic. Picture a world filled with monsters, treasures, and daring deeds waiting to be done Imagine crumbling stone towers and mysterious underground dungeons waiting to be explored and plundered. Imagine yourself as a mighty

hero, a cunning wizard, or a stealthy thief, facing every adventure with your sword or magic. Two to seven players play this introductory game. Includes rules, GM screen, a mini monstrous manual, dungeon map, six hero cards, six plastic figures of player characters, seven dice, and one hundred hours of adventures. **$44.95**

## CORE RULES

**Player's Handbook Revised 2nd Ed.** The AD&D 2nd Ed Players Handbook has come out in a brand-new, all color hardback format, with a fresh and exciting layout and many dozens of new illustrations - a feast for the eyes as well as the imagination! Containing the newly updated and corrected 2nd Edition rules for players, 320 full color pages. **$51.00**

**Dungeon Master Guide Revised 2nd Ed.** The greatest of the AD&D gamebooks - the all new, all color AD&D 2nd Ed Dungeon Masters Guide. This printing contains the complete, updated, and fully corrected text of the earlier 2nd Ed version, but in a gorgeous new format. 240 pages. **$42.50**

**AD&D CD-ROM Volume 2 Core Rules** The 2nd Edition AD&D rules on CD-ROM. Includes Players Handbook, DMs Guide, Monstrous Manual, Tome of Magic, Arms & Equipment, and I think it will have the Players Options and DMs Options Rulebooks as well. *Due Sept?* **$75.00**

**MCC1 Monstrous Manual** The definitive sourcebook of monsters for the AD&D world. This 384 page hardback book contains lots of critters from MC1, MC2 & a few other sources. Some updated material plus heaps of colour illustrations. **$51.00**

**Tome of Magic 2nd Ed.** New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wards! & new magic items. 192 pages. Now in softcover format. **$34.00**

**AD&D Dungeon Master Option Rulebook: High Level Campaigns** 192 page hardback book, which offers heavy duty advice for carefully constructing and maintaining many sorts of AD&D high-level campaigns. Has dangerous opponents, saga-length campaign ideas, divine intervention, spy networks, etc. **$34.00**

**AD&D Player's Option Rulebook: Combat & Tactics** all the optional combat rules any gamer could want are in this book. With an advanced and improved tactical melee system, critical hits and wound-and-injury effects, armor destruction and repair, new weapons from ancient times to the renaissance, monster tactics, terrain effects. **$34.00**

**AD&D Player's Option Rulebook: Skills & Powers** House rules with new character abilities, ways to expand old powers, new sensory powers, development of personal goals and motivations, zero-level characters, new races as characters, etc. Softcover. **$39.00**

**AD&D Player's Option Rulebook: Spells & Magic** New rules for spells and magic, new schools of magic for wizards, and brand new spells for both priest and wizard players. **$39.00**

## ACCESSORIES - CORE MATERIAL

**Book of Artifacts** 160 page hardback describing a wealth of magical items. Includes info on how to create artefacts so that megalomaniac players can wield ludicrously powerful trinkets! **$39.00**

**Chronomancer** The last and most dangerous fantasy world lies not in space but in time. At last, the Plane of Time is open to those few wizards who would risk everything - even their own existence - to visit ancient and forgotten lands. With new spells, powers, realms. **$20.00**

**Magic Encyclopedia Vol. 2** Continues the above; each entry includes brief description, illustration, original page ref. & GP value. **$17.95**

**DM's Screen and Master Index** Revised DM's screen incorporating all the most commonly referenced tables from the AD&D rule books in an easy to use, ready reference format that keeps them handy during play. The master index to AD&D rulebooks makes it easy for anyone to get access to complete info on any topic or rule in the AD&D game. **$16.95**

**AD&D Character Record Sheets** These are the all new AD&D 2nd Edition Character Record Sheets, where you can record your character's ability scores, possessions. **$16.95**

## ACCESSORIES - CAMPAIGN MATERIAL

**Arms & Equipment Guide** Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost & correct application, plus lots of nifty illustrations. **$34.00**

**Charlemagne's Paladins** Combines the period of Europe's Holy Roman Empire and the wars against the Saxons, but spiced liberally with rich folklore, Campaign of the dawn of chivalry. **$25.50**

**Complete Book of Villains** Creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real. **$30.00**

**Country Sites** Every DM has a wilderness, but what about special encounter areas, such as ruins, country manors, roadside inns, and villages? Includes adventure hooks. **$17.00**

**Dragon Mountain** A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, and endless hordes of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the daylights out of `em and steal the loot! **$51.00**

**Dungeon Builder's Guidebook** How to construct terrifying underground dwellings. With 32 pages of map templates, a random dungeon generator, tables for stocking dungeons with tricks, traps, and treasure, & tips and guidelines. **$25.50**

**Glory of Rome** Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. **$30.00**

**Monster Mythology** Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblinoids (Orcs, Goblins, etc), Underdark races (the Drow, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. **$25.50**

**Sages & Specialists** Presents new rules and specialised nonplayer character classes to use in any campaign world. These nonplayer characters are unique in that they can grow and develop along with the players' characters. **$34.00**

**The Dancing Hut of Baba Yaga** A witch the size of a tree with a house on her back like a snail - except the house/hut is bigger on the inside than on the outside, a madhouse of magic & death. **$17.00**

**World Builder's Guidebook** Chock-full of tips, hints, tables, and menus to help you design your own fantasy campaign world compatible with any roleplaying game system, complete with a convenient pad of design forms and aids. **$34.00**

## ACCESSORIES - PLAYER'S MATERIAL

**CR1 Wizard Spell Cards** Features a pocket-sized card for over 400 core-rule spells, these can be used to represent spells `memorised' by characters. Includes statistics & spell descriptions - cute! **$38.00**

**CR2 Priest Spell Cards** Same as above, but for Priest spells, obviously. With over 400 cards. **$38.00**

**Deck of Magical Items** Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device - collect `em all! **$38.00**

**PHBR1 Complete Fighter Manual** Covers character creation, warrior kits (sub-classes like Amazon, Barbarian, Berserker), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, weapons, variant armor, & more! 124 pp. **$34.00**

**PHBR2 Complete Thief Manual** Includes the Code of the Professional, new proficiencies, thief kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc), & the Thief Campaign! **$34.00**

**PHBR3 Complete Priest Handbook** Features the basic premise of Clerics & pantheons, complete for designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. **$34.00**

**PHBR4 Complete Wizard Handbook** Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, Illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. **$34.00**

**PHBR5 Complete Psionics Handbook** Covers the Psionicist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, and Metapsionics! 128 pages. **$34.00**

**PHBR6 Complete Dwarves Handbook** Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. **$34.00**

**PHBR7 Complete Bard Handbook** Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! **$34.00**

**PHBR8 Complete Elves Handbook** Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funereal ceremonies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, bladesinger, etc), and more! 118 pages. **$34.00**

**PHBR9 Complete Book of Gnomes & Halflings** Details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninja look like elephants. This book promotes character development & enriches the game environment. **$34.00**

**PHBR10 Complete Book of Humanoids** Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. **$34.00**

**PHBR11 Complete Ranger's Handbook** Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardian, Pathfinder, Stalker, etc. With new spells and magical items, new proficiencies, etc. 128 pages. **$34.00**

**PHBR12 Complete Paladins Handbook** In the fight against evil, the paladin stands as Good's supreme, undaunted champion. This accessory helps you to play the noblest warriors of AD&D. Create or enhance your paladin with new proficiencies and equipment, new rules for bonded mounts, and paladin kits like the divinate, envoy, ghosthunter, skyrider, and indomitable wyrmslayer. **$34.00**

**PHBR13 Complete Druid's Handbook** Druids love forests, but they also love the arctic tundra, tropical rain forests, savannas, even the fungi caverns of the Underdark. **$34.00**

**PHBR14 Complete Barbarian's Handbook** Warriors, thieves, and spellcasters from primitive societies, even Stone Age fantasy cultures. New skills, expanded rules, nonhuman barbarians, etc. **$32.00**

**PHBR15 Complete Ninja Handbook** Presents the ninja, a combination of spy, thief, and secret warrior, who takes on the most dangerous and deadly missions of all. Humans from any culture can be become ninjas. **$34.00**

## ACCESSORIES - MISCELLANEA

**1996 Annual Monstrous Compendium Vol 3** Compiles a years worth of monsters for the entire line of AD&D game products. There are also some entirely new creatures. **$34.00**

**1997 Annual Monstrous Compendium Vol 4** Collects new monsters from a wide array of AD&D game products during the past year, plus new monsters never seen before. With full color illustrations. *Due Jan '99.* **$34.00**

**1999 Dragonlance Calender** 12 great art prints. **$27.00**

**College of Wizardry** The wizard's guild is a powerful institution in the major cities of most fantasy campaign worlds. But little is known about these mysterious and exclusive organisations. Until now. With a full color poster showing the towers of Mathg. **$30.00**

**Deck of Encounters Set # 1** 432 cards with unique and exciting encounters with monsters or nonplayer characters. The DM can choose cards & arrange as desired, or can be drawn at random. **$40.00**

**Deck of Encounters Set # 2** 432 cards with all-new and exciting encounters with monsters or NP characters. **$40.00**

**Deck of Psionic Powers** 288 cards that each feature a psionic power. Psionic battle rules, monsters, & other essential info is also presented in the deck. No more consulting rule books! **$30.00**

**Encyclopedia Magica Volume 1 A-C** 384 hardbound book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. **$42.50**

**Encyclopedia Magica Volume 2 D-P** 416 pages with every single magic item from AD&D for letters D-P, with new material and rules clarifications. **$42.50**

**Encyclopedia Magica Volume 3 P-S** 416 page book detailing every AD&D magical item ever created. **$42.50**

**Encyclopedia Magica Volume 4 S-Z** 416 pages that detail all of the magic items for AD&D. **$42.50**

**From the Dragon's Mouth** This small novel sized book is basically an introduction to TSR's universe of games, from AD&D to Spellfire. *Due 1998.* **$12.50**

**GR1 Strongholds** Lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WGA2, WGA3, and the Castles box set - ideal for street scenes. **$40.00**

**GR4 Treasure Chest** Collection of hooks, or ideas, for adventures. Each hook features full color handouts - one for the DM, another for the players. This way the DM fools the player as to the real goal of the characters mission. **$22.50**

**Wizard's Spell Compendium Vol I** Every official wizard spell created for the AD&D game is collected in this set of reference books, using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials. **$42.50**

**Wizard's Spell Compendium Vol 2** Continues the collection of every official wizard spell for the AD&D game from *The Player's Handbook, Tome of Magic, Complete Wizards's Handbook.* **$42.50**

**Wizard's Spell Compendium Vol 3** The official reference book and definitive source for wizards spells in the AD&D game. Spells have been collected from rule books, campaign settings, supplements, adventures, even magazines dating back to 1975! **$42.50**

**Wizard's Spell Compendium Vol 4** completes the monumental collection of every official wizard spell for the AD&D game. *Due Oct.* **$42.50**

## MISCELLANEOUS ADVENTURES

**A Paladin in Hell** Takes high-level characters on a wild ride into the Lower Planes to fight evil. Brings back such fiends and foes as Emirikol the Chaotic, Asmodeus, & other Dukes of Hell. *Oct* **$22.50**

**Player's Option Adventure: Gates of Firestorm Peak** The first adventure using the full range of optional rules presented in the Players Option Combat & Tactics, Skills & Powers, Spells & Magic. For character levels 6 - 15. More info later. **$34.00**

**Moonlight Madness** The curse of lycanthropy has struck and a stalwart band of heroes must race the moon to find a cure before one of them does something they will regret. You'll encounter hermits, sphinxes, dinosaurs, pixies, amazons, bandits... **$20.00**

**Reunion** An RPGA network adventure for *Al Qadim*. A villain's greed causes the destruction and dispersion of an entire tribe of desert nomads. There are three adventures, one you play the men, another the women, the last the children. **$17.00**

**The Lost Shrine of Bundushatur** Buried for more than a century, the ancient temple of Bundushatur has resurfaced. What lurks within its catacombs? *Due Jan '99.* **$17.00**

# Monstrous Arcana

**A Darkness Gathering** First in a three part series that pits player characters against the dark agenda of the Illithids, who have risen up again, ready to enslave the surface races. They plan to extinguishing of the sun. Can be played alone. **$17.00**

**Masters of Eternal Night** Sequel to *A Darkness Gathering*. The player characters must challenge the Illithids in a faraway realm, a realm once dominated by them. *Due Sept.* **$17.00**

**Dawn of the Overmind** Sequel to *Masters of Eternal Night*. Completes the series - can you stop the mind flayers before a new age of terror descends upon the world. *Due Nov.* **$22.50**

**I, Tyrant** First in a new series of heavily illustrated Monstrous Arcana reference books, detailing the nightmarish world of beholders, creatures of tremendous intelligence and magical power. Beholders are covered from every angle: their architecture, psychology, goals & motivations, weaknesses, etc. **$30.00**

**Eye of Doom** The trail of horror leads deeper into the abyss of the beholder underworld, levels 6 - 10. **$13.50**

**Eye to Eye** The adventure trilogy reaches its shattering climax when the heroes face the mightiest of the eye tyrants. Twice the length of the other two adventures, levels 8 - 12. **$22.50**

**Evil Tide** An adventure that ties into *The Sea Devils* accessory. All along the coasts, villages have been devastated by the rampages of the horrible fishmen. A call for help is sent to the adventurers - but not all is as it seems. This is part one of a trilogy. **$15.00**

**Night of the Shark** Sequel to *Evil Tide*, but can be played by itself. The fury of the evil fishmen is greater than anyone imagined, and their raids of terror threaten to destroy a kingdom. How can we stop them? **$17.00**

**Of Ships and the Sea** The open sea, primal and unknown, beckons. Rules for sailing ships to exotic lands, and two systems for conducting naval combat. Also extends below the waves, revealing the secrets of underwater adventuring and exploration. The rules support *The Sea Devils* and the *Sahuagin adventure trilogy*. **$34.00**

**Sea of Blood** Sequel to *Night of the Shark*. The trail of death and destruction caused by the fishmen leads beneath the waves and into the heart of their watery kingdom. Can be played by itself. **$23.50**

**The Illithiad** Inside this lavishly illustrated, full-color tome you'll find detailed information on mind flayer society, psychology, anatomy, history, their enemies & new psionic disciplines. **$34.00**

**The Sea Devils** The sahuagin are known by many names: Devil Men of the Deep and the Sea Devils being the most common. This color illustrated 96 page book details the highly organised structure of their society, insight into their predatory mind, their dark deity, one of their villages is outlined in detail, etc. **$32.00**

# Odyssey

**Tale of the Comet** Boxed set. Strange lights in the sky, prophecies of doom, and a threat unlike any other draw the heroes to Aston Point. In this small frontier town, the fate of the world will be decided. If the heroes and their strange new allies defeat the invaders, they must pass through a portal to another battlefield, a metal city on a far-distant world, where aliens fight desperately against death machines intent on exterminating all organic life. A 32 page book, two 64 page books, maps, charts, posters. **$51.00**

**Tale of the Comet Novel** Worlds collide when a comet crashes into the mountain village of Aston Point. After the comet is revealed to be a starship from a faraway planet, the townsfolk are dragged into a deadly battle between the alien Rael and a sinister artificial intelligence. **$10.00**

# Tomes

**Jakandor: Island of War!** The Knorr barbarians, driven from their homeland, wanted nothing but freedom and an honorable existance when they landed on the shores of Jakandor. What they found was an island occupied by despicable wielders of vile magic, who rely on legions of animated corpses to do their fighting. Two campaigns in one. This self-contained, alternate AD&D campaign world fits into any AD&D campaign. Players choose one side of the conflict, either the race of wild barbarians, or the clan of technomancer wizards. **$37.50**

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**Jakandor: Island of Legend** Close the epic struggle between the wizards and the barbarians. Legendary battles and quests that will either unite the two groups or destroy them. *Nov.* **$37.50**

**Return to the Tomb of Horrors** The most popular of all AD&D game adventures. The demi-lich Acererak was slain and the tomb cleansed of its terrors - or so we thought. But evil pilgrims migrated to the tomb, each trying to take Acererak's place, but even these twisted necromancers have no inkling of the true evil that grows beneath their feet. With a 160 page adventure book, 32 page illustration book, 16 page book of maps & monsters. **$55.00**

**The Rod of Seven Parts** The Rod of Seven Parts is one of the most powerful artefacts in the AD&D game. The heroes face the incredible challenge of finding and piecing together all seven parts and harnessing the power of the Rod to defeat the Queen of Chaos and Miska the Wolf-Spider. Includes adventure books, a book of monsters, player reference cards, and 6 detailed poster maps. **$51.00**

**The Rod of Seven Parts Hardback Novel** When a thief stumbles upon a part of the Rod, a clash of powers erupts that threatens to destroy his own world and many others. By Douglas Niles. **$35.00**

# Planescape

**PLANESCAPE CAMPAIGN SETTING** A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realise that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. **$51.00**

**A Guide to the Astral Plane** The first-ever detailed guide to the "Silver Void", this accessory supplies key information on the drifting corpses of forgotten gods, the evil race of githyanki, violent astral storms, strange psychic energies, etc. **$27.00**

**A Guide to the Ethereal Plane** An exotic and fascinating place to explore, detailing the environment and multitude of creatures that live there. *Due Sep..* **$29.00**

**Dead Gods** Something's killing gods and other high-ups in the planes, and no one knows who or why. Leads players throughout the planes and right into the middle of events that will shake the multiverse. Two connected adventures. **$51.00**

**Doors to the Unknown** Four short adventures takes heroes on a

tour of the deadly and the bizarre that spans the Astral, Inner and Outer Planes. Levels 2-10. $22.00

**Faces of Evil: The Fiends** The enigmatic fiends, malevolent monsters that wage the Blood War and terrorize mortals - come to life! Culture, politics, and lifestyles of some of the most dreaded and popular creatures are brought to light. Everything you want to know about fiends. $34.00

**Faction War** All-out war on the streets of Sigil, forcing all to choose sides and prepare for the final conflict. *Due Nov.* $34.00

**Hellbound: The Blood War** A colossal adventure plunging heroes into the Blood War, the millennia-old conflict between the fiends of the Lower Planes. Contains shocking revelations about the fiends and their origins and introduces the legendary commanders of the Blood War. Boxed set including 16 page comic, books, mapbook. $42.50

**In the Abyss** Adventure which quests into the heart of the Blood War between the tanar'ri and baatezu. levels 7 - 10. $17.00

**In the Cage: A Guide to Sigil** Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's thoroughfares in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. $25.50

**Monstrous Compendium Planescape Appendix** 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. $30.00

**Monstrous Compendium Planescape Appendix II** With full color art of heaps of new beasties. $30.00

**Monstrous Compendium Planescape Appendix III** The creatures of the Inner Planes are vicious-beasts that thrive in raging fire, bottomless water, blinding radiance, airless vacuum. Dozens of new monsters, and a few old ones updated. $34.00

**On Hallowed Ground** Revealed - the inside word on the gods of the Outer Planes. Gives players new foes and powers to contend with. With new rules to expand & enhance the role of priest characters. $42.50

**Planes of Chaos** A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. $51.00

**Planes of Conflict** A deluxe expansion for Planescape featuring six neutrally aligned planes: Bytopia, Elysium, the Beastlands, Gehenna, the Gray Waste, and the prison plane of Carceri. $51.00

**Planes of Law** Home to the baatezu, one of the most powerful & terrifying of all monster races. More than 200 pages on 5 new levels in the Planes, Mt Celestia, Baator, Acheron, Mechanus & Arcadia. Boxed set that containing 5 double sided poster maps. $51.00

**Players Primer to the Outlands** A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 pages, map, CD. $25.50

**Tales from the Infinite Staircase** A crossover product with Forgotten Realms that *can if desired* be linked with *For Duty & Deity*. The chaotic morass of energy and matter filling Limbo holds a dark secret, and using the Infinite Staircase, the players must in eight linked adventures uncover this dire new threat. $34.00

**The City of Doors** Dives into the dark realities of life in the city at the centre of the multiverse. Provides a ward by ward look at specific locations. *Due Nov.* $51.00

**The Deva Spark Adventure** - players find a deva being pursued by a bebilith. But devas are supposed to be good & lawful, and Bebiliths only hunt down evil tanar'ri, so what's going on? Player levels 5 - 9. $17.00

**The Eternal Boundary** An adventure for player levels 1 - 5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. $17.00

**The Factol's Manifesto** 160 page deluxe, full color volume that takes fifteen factions (cliques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are factol essays, guidelines on faction interaction, proficiencies, magic, equipment, etc. $34.00

**The Great Modron March** The cute little clockwork creatures known as modrons march through the grand Upper Planes, the chaotic soup of Limbo and the horrors of the Abyss, several years before they are due. What is going on? Can the player characters help them succeed in their march? Or will they all die. $42.50

**The Inner Planes** Of all the planes in the multiverse, none are as hostile to mortal life as the Inner Planes. From Fire to Water, Ooze to Ice, Lightning to Ash, very dangerous! *Due Jan'99.* $34.00

**The Planeswalker's Handbook** Provides vital info about the planes and introduces new character roles and races. It also defines the new Planewalker character kit for every class and features new proficiencies, spells, and planar equipment. $34.00

**The Well of Worlds** A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. $25.50

## PLANESCAPE NOVELS

### Blood Wars Trilogy

**1. Blood Hostages** Two cousins become pawns in the most fiendish war in existence, the eternal Blood War. They enter twisted worlds where they discover they are part of a much larger plot to turn the tide of the Blood War. $10.00

**2. Abyssal Warriors** Ranges across the planes of existence as Aereas and Nina struggle on opposite sides of the escalating conflict, he in Sigil, she at the head of an evil abyssal army. $10.00

**3. Planar Powers** It is time for Tara, daughter of Aereas, and Aegis son of Nina, to make a stand. Of course, they may need some help from a skeletal god, a gnomish music maker, a fallen angel, and other powers.$10.00

### Other Planescape Novels

**1. Pages of Pain** The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair. $10.00

# Birthright

**BIRTHRIGHT: Campaign Setting New Edition** Rediscover the Birthright campaign, a land of legend, with this new edition. The fallen god of evil, Azrai, was sundered into pieces and his blood continues to empower his wicked followers. Prevent the spawn of evil from gathering their former lord's power and rekindling the bonfire of destruction!.*Due ever?* $51.00

**Book of Monsters** A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the heroes are of their kingdoms. Features 54 new War Cards. $30.00

**Blood Spawn** Hidden horrors and timid spirits, the unknown and the unknowable, and terrors of the shadow realm. *Due ?* $29.00

**Charge of the Cold Rider** Concludes the *Essence of Evil* storyline. The Cold Rider is the Heart of Azrai, driven to reclaim his lost power. Old alliances are shaken. *Due Dec.* $22.50

**Havens of the Great Bay** 96 pages of history, geography, politic alliances, major characters, and traders and seafarers of Krakennauricht. Full color poster map, 110 War Cards of new Brecht, elf, halfling armies, six cardsheets. $34.00

**King of the Giantdowns** The Great Downs are the stuff of legends, but they are threatened by a new awnshegh, the humanoid known as Ghuralli, who strives to make his small kingdom a rival to the Gorgon's Crown. His armies stand ready to strike down the human settlers. Can you defeat Ghuralli by uniting the scattered Rjurik settlers? A 64 page adventure accessory. $22.00

**Legends of the Hero Kings** More than 12 adventures that can be set in any region in Birthright. $34.00

**Naval Battle System: The Seas of Cerilia** All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters. $22.00

**Shadow Moon** The *Essence of Evil* epic storyline. An evil triumvirate opens a door into the ominous Shadow World. Hero kings must unravel the tangled threads leading into dark, unfamiliar realms, and make unlikely alliances. *Due Oct.* $29.00

**Sword of Roele** Hero-agents from Anuire and Khinasi will test their limits against the Abomination, the Chimera. $22.00

**Talinie Domain Sourcebook** To keep yourself on the throne known as the Oak Seat, you must control foreign interests without giving them reason to rise against you, but also beware of traitors in your own court - your predecessor didn't die of natural causes.$12.00

**The Book of Priestcraft** Priests are more than mere physicians tending the wounded and healing the sick - they are defenders of the realm, champions of their god, and the politicians of Cerilia. $34.00

**The Book of Regency** 3rd in the *Books of Scions* series, exploring the powers, duties, and goals of ruling in Cerilia. Includes tactical advice, new domain actions, new blood abilities, etc.*Due ?* $34.00

**Tribes of the Heartless Wastes** The savage lands of the brutal Vos, laid open at last. This campaign expansion has new rules, new spells, and details about the cultures of the frozen tundra. $34.00

### Birthright Novels

**2. The Hag's Contract** This novel is the story of the legendary pirate king Ulrich who made an unholy pact with the Abomination, the Hag, to free his kingdom from the savage orog and goblin tribes. $10.00

**3. The Iron Throne** Anuire still stands. But so too does one of the greatest villains created in the gods-death - the brutal and power-hungry Gorgon. The Gorgon seeks to destroy the ancient empire, and to drink the blood-power of Roeles from the heart of Emperor Michael. $12.00

**4. War** Sequel to The Iron Throne. Michael Roele died trying to save his empire. Now it is fraught with anarchy and intrigue as heirs, pretenders and usurpers vie for power, threatening to tear the realm asunder. A new saviour is needed. $35.00

**5. The Spider's Test** Novel of the story of Richard Endier's battle of wits with the Abomination, the Spider, and his triumph against all odds that leads to the founding of the kingdom bearing his name. $10.00

# Dark Sun

TSR has dropped Dark Sun, so these stocks are limited.

## DARK SUN CAMPAIGN MATERIAL

**DARK SUN Revised Campaign Setting** The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfling Skyfarers, new expanded rules. And a psionic Primer featuring basic psionic rules & powers. $51.00

**Defilers and Preservers: Wizards of Athas** Provides new proficiencies, character kits, and vital information on the unique wizards of Dark Sun. Also details the new storm mage class of wizards who draw their magic from the fierce Tyrstorms raging across Athas. $27.00

**Dragon Kings** A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionicists, Illusionist magic for Rogues, some extra monsters, 90 new spells & psionic devotions. $34.00

**The Wanderer's Chronicle: Mind Lords of the Last Sea** Within the depths of the Last Sea lie mysteries never dreamed of. Ruling this verdant paradise are the Mind Lords, vestiges of an age when psionic powers were at their peak. Includes an adventure.$34.00

## DARK SUN NOVELS

### Prism Pentad

**1: Verdant Passage** Kalak, an immortal sorcerer-king whose evil magic has reduced the majestic city of Tyr to a desolate place of dust, blood, and fear. His thousand year reign is about to end. $8.50

**2: Crimson Legion** Only Rikus, the man-dwarf gladiator who sparked the rebellion, can save the city from the armies of Urik's sorcerer-king. With a ragtag militia of nobles, templars, and freed slaves, he must stand against Urik's might. $8.50

**3: Amber Enchantress** Sadira, the beautiful sorceress loved by both Rikus and Agis, is torn between the dark power of sorcery and the need to use magic to protect the planet's fragile ecology. $8.50

**4: Obsidian Oracle** Power-hungry Tithian emerges as the new rules of Tyr. When he pursues his dream of becoming a sorcerer-king, only the nobleman Agis stands between Tithian and his desire: possession of an ancient oracle that will lead to either the salvation of Athas - or its destruction. $8.50

**5: Cerulean Storm** Rajaat: The First Sorcerer - the only one who can return Athas to its former splendor - is imprisoned beyond space and time. When Tithian enlists the aide of his former slaves, Rikus, Neeva, & Sadira, to free the sorcerer, does he want to restore the world- or claim it? $8.50

### Chronicles of Athas

**1. The Brazen Gambit** A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics. $8.50

**2. The Darkness Before Dawn** The tale of the nefarious arena, with its cruel spectacles and unruly mobs. Enter the condemned of Athas, sentenced to the fate of gladiatorial until death. $8.50

**3. The Broken Blade** The story of Sorak, elfling hero of the Tribe of One. Accompanied by his friend and lover, the villichi Ryana, Sorak embarks on a mission of aid for his new master, the Sage. $8.50

**4. Cinnabar Shadows** Maribe, one of the "New Race", is given the task of searching for Kakaim the alchemist. But she comes into conflict with the druid settlement of Quraite. $8.50

**5. The Rise and Fall of a Dragon King** The story of Hamanu, sorcerer-king of Urik, and his struggle to prevent his own evolution into a dragon king. As the plot unfolds, we learn the secrets of Hamanu's origins and the events that lead to his ill-fated and corrupt destiny. $8.50

# FORGOTTEN REALMS

### FORGOTTEN REALMS BOXED SETS

**Forgotten Realms Campaign Setting 2nd Ed.** Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale, presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures. 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. $51.00

**City of Splendors** A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeiron Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps. $42.50

**Empires of the Shining Sea** A world of fantastic power, both magical and political. Extensive history on the Calimshan area, from the ancient genie empires of Calim and Memnon to the rise and fall of the malefic Shoon Empire. Explore the Lake of Steam and the Lands of the Lions. *Due Sep.* $51.00

**Lands of Intrigue** Amn and Tethyr, two kingdoms along the southern part of the Sword Coast & considered key areas of Faerun. They are kingdoms in the midst of turmoil and change. Tethyr was originally an eleven nation but later rose & fell as a human nation. In Amn, a dark secret has arisen. 3 books, 2 maps. $51.00

**Spellbound: Thay, Rashemen & Aglarond** A boxed set of the nations of Thay (home of the Red Wizards) and Rashemen (home of the Witches of Rashemen) and tangentially the nation of Aglarond (ruled by the Simbul, one of the 7 Sisters), which is continually targeted by Thay. 4 booklets, 3 maps, 8 monstrous compendium sheets. $42.50

## FORGOTTEN REALMS CAMPAIGN MATERIAL

**Calimport** Leads off a series of adventures with tightly focused settings. It is named for the largest and meanest city in Faerun. Expands and supports the plots in the *Empires of the Shining Sea* boxed set as well as heaps of new info. *Due Nov.* $27.00

**Cult of the Dragon** This 128 page book lays bare the secrets of Sammaster and the secret society of men, women, dragons, dracoliches, and...others...Now you can learn Sammaster's life, his triumphs, his ultimate fall from grace, along with the history of the Cult of the Dragon, as well as its current cells, leaders, etc. $34.00

**Demihuman Deities** Final volume in the *Faiths & Avatars* series. These are the deities of all non-human player characters. Full details on churches, priests, spells, etc. *Due Dec.* $27.00

**Elminsters Ecologies** A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 9 32 page books. $42.50

**Elminster's Ecologies Vol 1: Battle of Bones & Hill of Lost Souls** Two 32 page books detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region. Also an 8 page booklet containing encounter tables. $17.00

**Elminster's Ecologies Vol 2: The High Moor and the Serpent Hills** Two 32 page & one 8 pages booklets covering an area often hinted at but not explored. $17.00

**Faiths & Avatars** Info for DMs and human priest character players describing the spheres of the gods and their avatars (mortal forms) in the Realms and the organisation of their faiths. New character classes, relics, & mythology. $42.50

**FOR3 Pirates of the Fallen Star** Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adv & glossary. 128 pages. $25.50

**FOR5 Elves of Evermeet** 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples. $25.50

**FOR6 The Seven Sisters** Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silverymoon, Sylune, Laeral, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. $25.50

**FOR7 Giantcraft** Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. Everything you wanted to know about the giants. 128 pages. $25.50

**Heroes' Lorebook** A 160 page compendium of the heroes whose exploits have filled dozens of novels over the past decade, from Elminster to Drizzt Do'Urden, with new biographies for heroes such as Brianna and Tavis Burdun. $34.00

**Pages from the Mages** Back in print. New spells from mages such as Daltim, Darsson, and Myrl. Fell creatures: the Torne Guardian, the Disenchanter, the Scalamagdrion. Details of more than 40 spellbooks, appearance, history, the magic they contain, the fates of their makers. And Elminster's very own travelling spellbook. $25.50

**Prayers From the Faithful** Companion to *Pages From the Mages*. Sacred spells are revealed, and many secrets, including a hallowed album which slew six dragons, a divine tome used to attract and slay 30 thieves, the Chanting Chain, etc. $34.00

**Powers & Pantheons** 192 pages. Companion to *Faiths & Avatars*. Describes more of the religions and powers of the Realms. Each divine power is covered in depth and each entry has info about a deity's appearance, personality, worshipers, alignments, avata, church, etc. Also five showpiece temples of the Realms detailed with illustrations and color maps. $42.50

**The City of Ravens Bluff** In a city where the adventurers are the rule rather than the exception, things can get rather lively. Recovering from a recent war, this is a city in transition.*Oct.* $42.50

**Villains' Lorebook** For every hero in the land there is a powerful nemesis lurking in the shadows. Contains detailed histories, game stats, personality notes, on major villains to emerge from Forgotten Realms products. $42.50

**Volo's Guide to All Things Magical** The legendary guide that got Volo banned by every powerful mage and made him infamous throughout the Realms. Discover what information every wizard in the Realms doesn't want you to know. $34.00

**Volo's Guide to Cormyr** The Kingdom of King Azoun IV and his confidant Vangerdahast, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs. $20.00

**Volo's Guide to the Dalelands** Here lie ShadowDale, home of

Elminster the Sage, the Ruins of Myth Drannor, and the stomping ground of the evil Zhentarim. $25.50

**Volos's Guide to the Sword Coast** Covers the area from Baldurs Gate in the east and up the river Chlandath to Irieabor, and The Darkhold, a Zhentarim base. $17.00

**Warriors and Priests of the Realms** Similar to the PHBR books. Introduces distinctive new kits for warriors and priest characters hailing from the Dalelands, Cormyr, Thay, and many other regions. $34.00

**Wizards & Rogues of the Realms** Similar to the PHBR books, details 2 character classes, Realms wizards as opposed to normal wizards, & thieves of the Realms. 128 pages. $25.50

## FORGOTTEN REALMS ADVENTURE MODULES

**Castle Spulzeer** An adventure set near the kingdom of Amn that provides the players with a chance to explore an ancient castle, solve a long standing mystery, and do battle with a powerful lich. $23.50

**For Duty & Deity** The goddess Waukeen made a deal with a fiend, and the deal went sour. Now the goddess is a prisoner. You and your comrades must rescue her, travelling the Infinite Starcase to find her somewhere in the Abyss. $23.50

**Four From Cormyr** Four adventures centred around the kingdom of Cormyr. The adventures themselves are unrelated, but elements exist within each that permit the DM to tie them together into a big story. One story leads them into the Vast Swamp. $34.00

**Hellgate Keep** Leads characters into the depths of the famous ruined keep deep within the Savage Frontier. The keep is not completely abandoned as everyone long thought - and the wealth inside is not free for the taking. 32 page adventure. $17.00

**Undermountain Trilogy III: Stardock** This stand alone adventure is the toughest level in the Undermountain to date. For character levels 9 to 12. $13.50

## FORGOTTEN REALMS ARCANE AGE

**Cormanthyr: Empire of Elves** This *Arcane Age* expansion reveals all the secrets of the ancient elf kingdom of Cormanthyr, its history, culture, military, society, citizens, timeline, magical rites, etc., Characters can journey back in time and visit this wondrous nation, learning first hand of the artefacts and legends current-day Realms lore only hints at. $42.50

**Forgotten Realms Arcane Age: Netheril: Empire of Magic** This is a bridge between the Forgotten Realms setting and its deep, dark past. Geographically located in the area currently known as the North, Netheril is one of several lost empires. This campaign setting features new rules for 12th level magic and time travel, new magical items, floating citadels and detailed poster maps. Boxed set. $42.50

**How the Mighty are Fallen** The first adventure for the Arcane Age campaign setting. Finds revolution simmering on the earth below Netheril's "perfect society." Levels 8-12. $22.50

**The Fall of Myth Drannor** At last you can find the causes of the fall of that important elf city - characters can not only travel back through time to learn the ancient elf city's secrets, but may even play a pivotal role in the shaping of history - their own history. $23.50

## FORGOTTEN REALMS NOVELS

### The Moonshae Trilogy

**1: Darkwalker on Moonshae** A relentless army of giant firbolgs, dread Bloodriders, and preternatural incarnations of the Beast, Kazgaroth, descend upon Moonshae. Standing to meet them is an uneasy alliance of halflings, dwarves, bards, druids, and the unicorn, Leviathan, and the Pack, lead by Tristan Kendrick. $10.00

**2: Black Wizards** A council of dark sorcerers has usurped the will of the High King. An army of ogres and zombies guided by Bhaal, the super-deity of death and destruction, threatens the Folk while the puppet king does nothing. 9.95

**3: Darkwell** Tristan Kendrick, newly crowned King, must forge a lasting alliance between the divergent peoples of the Isles. The druid Robyn must confront an evil that has infested the land itself. Will these two face the future as king and queen - or as enemies. $10.00

### Finder's Stone Trilogy

**1: Azure Bonds** Alias awakens to find a series of twisting, magical blue sigils inscribed on her arm, and she has no memory of where she got them. So she embarks on a journey to discover their meaning. $10.00

**2: The Wyvern's Spur** The family heirloom of the Wyvernspur clan is missing. A mysterious murderer stalks the streets of Immersea. It is up to the youngest scion of the Wyvernspur family, Giogi, aided by the halfling bard Olive, to solve these mysteries. But when betrayal and enchantment threaten their progress, Giogi must invoke the spur's awesome power... $10.00

**3: Song of the Saurials** The Harpers are at last reconsidering their decision to sentence the Nameless Bard to exile for the deaths of his apprentices, but when the monster Grypht arrives, the new trial dissolves in a string of disappearances and murder. $10.00

### Icewind Dale Trilogy

**1: The Crystal Shard** Is the Crystal Shard responsible for the barbarians attacking and defeating the Ten-Towns? Wulfgar is left for dead, and rescued by Bruenor in exchange for five years service and friendship. Bruenor and Drizzt turn Wulgar into a powerful warrior, but can he defeat the forces of the Crystal Shard? $12.00

**2: Streams of Silver** Bruenor the dwarf, Wulfgar the barbarian, Regis the halfling, and Drizzt the dark elf fight monsters and magic on their way to Mithril Hall, centuries old birthplace of Bruenor and his dwarven ancestors. $12.00

**3: The Halfling's Gem** Assassin Artemis Entreri whisks Regis south to Calimport and into Pasha Pook's vengeful hands. If Pook can control the magical panther Guenhwyvar, Regis will die in a real game of cat and mouse. $12.00

### Avatar Quintology

**1: Shadowdale** The gods are banished from heaven, and now walking the Realms, they seek to restore their powers - sending nature into confusion. Four heroes are on a desperate journey. They must find Elminster to find the lost Tablets. Their search begins in Shadowdale. $10.00

**2: Tantras** Convicted for the murder of Elminster, the heroes flee in search of evidence to clear themselves, and to find the missing Tablets of Fate, needed for the gods to return to their planes, or for others to take their place. $10.00

**3: Waterdeep** The search continues to the largest city in the Realms, where the characters believe the last tablet is hidden. However, one of the heroes has cast his lot with the evil gods, and his denizens await the others at every turn. $10.00

**4: Prince of Lies** For all of his power as god of Strife and lord of the Dead, Cyric cannot get revenge on the goddess of Magic. So he searches for the soul of Kelemvor Lyonsbane, once his friend and the goddess' lover. $10.00

**5. Crucible: The Trial of Cyric the Mad** The evil Cyric, one of the youngest and most powerful gods, has gone mad. His destructive actions have forced the older gods to intervene and try to bring him back in line. $10.00

### The Shadow of the Avatar Trilogy

**1. Shadows of Doom** Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Elminster from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy, so now he must be rescued. $10.00

**2. Cloak of Shadows** The Shadowmasters have used their powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faerun, & the heroes & Midnight try to stop them. $10.00

**3. All Shadows Fled** The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Elminster, Khelben & Alustriel stop them? $10.00

### The Dark Elf Trilogy

**1: Homeland** Journey to Menzoberranzan, the subterranean metropolis of the drow. Possessing a sense of honor beyond the scope of his kinsmen, young Drizzt must decide - can he continue to tolerate an unscrupulous society? $12.00

**2 : Exile** The tunnel-mazes of the Underdark challenge all who tread there. Exiled from Menzoberranzan, Drizzt battles for a new home. Meanwhile, he must watch for signs of pursuit - the drow are not a forgiving race. $12.00

**3: Sojourn** Drizzt emerges in the harsh light of Toril's surface. The drow begins a sojourn through a world entirely unlike his own and learns that acceptance among the surface-dwellers does not come easily. $12.00

**4: The Dark Elf Trilogy Collector's Edition** The above three novels all in the one hardcover volume. $45.00

### The Drizzt Dark Elf Quadrilogy

**1: The Legacy** Drizzt is happy and content. But Drizzt did not achieve this state of peace without leaving powerful enemies in his wake. Lloth, the dreaded Spider Queen deity of the evil dark elves, has vowed to end Drizzt's happiness. $10.00

**2: Starless Night softcover** The Underdark. A place of brooding darkness, where no shadows exist, and where Drizzt does not wish to go. But the noble dark elf must return there, and then to Blingdenstone, and then onto Menzoberranzan. He finds allies where he least expects them, and enemies he thought dead. $10.00

**3. Siege of Darkness** In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Guenhwyvar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions. $10.00

**4. Passage to Dawn** The gripping climax. A mysterious poem, a spell gone awry, and a doppelganger bring Drizzt Do'Urden and his companions back to Icewind Dale. **Softcover $12.00**

**1. The Silent Blade** Wolfgar's world crumbles around him while the assassin Entreri gains power in Calimport. But Enteri isn't interested in power - all he wants is a showdown with the dark elf known as Drizzt. *Due November.* **Hardcover - $38.00**

### Daughter of the Drow Trilogy

**1. Daughter of the Drow** Liriel Baenre is a free-spirited drow princess who longs for travel and adventure. A fledgling priestess of Lloth, Liriel seems destined for power in Menzoberranzan. But when she discovers a way to bring magic to the surface world, the impulsive elf sets off alone on a hazardous quest. $10.00

**2. Tangled Webs** The dark elf princess Liriel Baenre and her human berserker warrior companion engage in a quest for power that brings terrible responsibility and unimaginable temptation. $10.00

### Harpers Series INDEPENDENT TITLES

**1: The Parched Sea** The Zhentarim have sent an army to enslave the nomads of the Great Desert. As tribe after tribe fall, only Ruha, an outcast witch, see the danger. She teams up with a Harper, & together they resist the invaders. $10.00

**2: Elfshadow** Harpers are being murdered, and the trail leads to Arilyn Moonblade. Arilyn must uncover the ancient secret of her sword's power in order to find and face the assassin before he finds her. $10.00

**3: Red Magic** A powerful and evil Red Wizard wants to control more than his share of Thay. While the mage builds a net of treachery, the Harpers put their own agents into action to foil his plans for conquest. $10.00

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**5: The Ring of Winter** Harper Artus Cimber travels to the jungles of Chult to find the fabled Ring of Winter, but the Cult of Frost also seeks the ring, which contains the power to bring a second ice age to the Realms. $10.00

**6: Crypt of the Shadow King** Iriabor of a Thousand Spires, richest of the Caravan Cities, has fallen under the dark sway of Zhentarim. The fiery Harper agent Mari Al'Marin and the cynical ex-Harper Caledan are all that stand in the way. $10.00

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**8. Elfsong** Throughout Faerun, ancient ballads are being forgotten or changed. Danilo Thann joins forces with a deadly enemy to solve the mystery. $10.00

**9. Crown of Fire** Shandril, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power, & by Elminster, Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers. $10.00

**10. Masquerades** Alias, heroine of Azure Bonds, agrees to help free Westgate from the talons of the Night Masks crime syndicate, but finds a greater evil is behind them. $10.00

**11. Curse of the Shadowmage** The fiery Harper Mari Al'Marin and the cynical ex-Harper Caledan are reunited when the accursed legacy of the Shadowking resurfaces. All of Faerun is threatened when an old rival of Khelben of Waterdeep, the archmage, falls prey to the age-old curse and transforms into a Shadowmage. $10.00

**12. The Veiled Dragon** Features the return of Ruha the Bedine witch from *The Parched Sea*. What begins as a simple mission turns into a deadly adventure of intrigue that might cost the Harpers far more than the life of their agent. $10.00

**13. Silver Shadows** Arilyn Moonblade, the half-elf heroine of the best selling *Elfshadow*, faces a new dilemma when her mission to save a band of wild elves from extinction becomes a deep personal struggle. $10.00

**14. Stormlight** Storm Silverhand, the legendary Harper of Shadowdale and one of the Seven Sisters, in her first solo adventure. Storm encounters enemies from a shadowy past. $10.00

**15. Finder's Bane** A group of courageous priests, with the aid of Finder Wyvernspur, must attempt to infiltrate the extraplanar city of Sigil, recover a mysterious artefact, thwart a plot to bring back the evil god Bane the Tyrant, and rescue the god Finder. $10.00

**16. Tymora's Luck** Now, in the conclusion of this trilogy, the adventurers from vastly different worlds, join forces on the planes to rescue a god, and return their worlds to stability. $10.00

**17. Thornhold** A dark power from the mists of time threatens the very heart of the secret organisation known as the Harpers, and only Khelben Arunsun can stop it. *Due September.* $10.00

### The Druidhome Trilogy

**1 : Prophet of Moonshae** Danger stalks the island of Moonshae, where the people have forsaken their goddess, the Earthmother. Only the faith and courage of the daughter of the High King brings hope to the island. *Being reprinted?* $10.00

**2 : The Coral Kingdom** King Kendrick is held prisoner in the undersea city of the sahuagin. His daughter must secure help from the elves of Evermeet to save him during a confrontation in the dark depths of the Sea of Moonshae. *Being reprinted?* $10.00

**3: The Druid Queen** Threatened by an evil he cannot see, Tristan Kendrick rules the Four Kingdoms while a sinister presence lurks within his own family. At stake is the fate of the Moonshae Islands and the unity of the Folk. *Being reprinted?* $10.00

### The Cleric Quintet

**1: Canticle** High in the placid Snowflake Mountains lies a little known conservatory for bards, priests, clerics. But an evil essence has been released, and the scholar-priest Cadderly must enter the catacombs far below to save his brothers & himself. *Being reprinted?* $10.00

**2 : In Sylvan Shadows** Cadderly and his friends must save the inhabitants of the beautiful elven forest, Shilmistra, where a new opponent leads an army of vile monsters. *Being reprinted?* $10.00

**3: Night Masks** When Cadderly runs to the city of Carradoon for solace, he finds himself besieged by the resident assassins, the Night Masks. He and his companion, Danica, must put a stop to the killers' activities, but he learns more than he wanted to. $10.00

**4: Fallen Fortress** Scholar-priest Cadderly sets out for the hidden bastion of evil, Castle Trinity itself. He must fight his way past a monstrous guardian and traitorous wizard to infiltrate the fortress and confront his past. *Being reprinted?* $10.00

**5. The Chaos Curse** Cadderly's life is shattered upon returning to Edificant library. His, Danica's, and the library's fates hang in the balance until he can end the chaos curse, a job that will prove extremely difficult. $10.00

### Heroes of Phlan 3

**1: Pool of Radiance** A possessed dragon commands the undead armies of Valhingen Graveyard and the beasts from the ruins near Phlan. A spellcaster, a ranger thief, and a cleric join forces to deliver Phlan & Moonsea from the evil incarnate Tyranthraxus. $10.00

**2: Pools of Darkness** The entire city of Phlan has vanished, ripped from the surface of Toril by dire creatures and magical forces. While the minions of the evil god Bane bicker over the spoils, the brave citizens of Phlan prepare a defence. *Being reprinted?* $10.00

**3: Pool of Twilight** The holy hammer of the Church of Tyr was captured by the evil god Bane 20 years ago. When Base was destroyed, the relic vanished. The legacy of recovering the lost item was granted to a young paladin. *Being reprinted?* $10.00

### Twilight Giants Trilogy

**1. The Ogre's Pact** An ogre kidnaps Brianna of Hartwick & her father forbids any knights to rescue her. A peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her fathers jealously guarded secret. $10.00

**2. The Giant Among Us** As wild ogres and two-headed giants hunt Brianna of Hartwick and her protectors, the web of intrigue and deceit spreads. $10.00

**3. The Titan of Twilight** The secret of Twilight is now revealed, and the role of Princess Brianna of Hartwick in the tangled web becomes clear. Only with the aid of the firbolg scout Tavis Burdun, the runemaster giant-kin Basil, & the orphan thief Avner, does Briana have any hope. $10.00

### The Nobles Series

**1. King Pinch** Pinch's guardian, the King of Ankhapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne. $10.00

**2. War in Tethyr** Introduces the adventures of many unforgettable characters during a war in Tethyr. $10.00

**3. Escape From Undermountain** In order to rescue a young noble, Artek the Knife must go deeper into Undermountain - the deadliest and most famous dungeon in the Realms - than anyone has ever gone before. $10.00

**4. The Mage in the Iron Mask** The master traveller Volo unmasks a decades-old conspiracy that jeopardises the uneasy peace between Moonsea and Thay. $10.00

**5. The Council of Blades** War cares little for the troubles of the aristocracy. As a terrible new weapon obliterates the age of courtly battle, an intelligent but plain princess and her companions find themselves forced into a battle for survival in a deadly world. $10.00

**6. The Simbul's Gift** The legendary Storm Queen of Aglarond, in an effort to gain further favour with Elminster (she wants to bear his child!) has a special horse raised for him as a gift. But Thayan spies and assassins complicate things. $10.00

### Netheril Trilogy

**1. Sword Play** Discover the Arcane Age of Netheril, the most powerful magical empire in the Forgotten Realms, when a bold barbarian becomes the pawn of struggling archmages. $10.00

**2. Dangerous Games** Upon his arrival in the legendary magical city, the barbarian is propelled into the central conflict of the doomed empire. $10.00

**3. Mortal Consequences** Follows the barbarian Sunbright as he battles a long-forgotten foe armed with a hell-spawned source of destructive magic, & finds his lost love in an unlikely place. $10.00

### Lost Empires Trilogy

**1. The Lost Library of Cormanthyr** The Library of Cormanthyr - is it just a myth, or an actual lost piece of history? An intrepid man sets out to find the truth, but an undying avenger is intent on stopping him. $10.00

**2. Faces of Deception** Atreus has come a long way to drink from the Fountain of Infinite Grace. Will the greed and prejudice of others stand in his way and destroy the Fountain? *Due Dec.* $10.00

### Adventures Trilogy

**1. The Shadow Stone** A young mage comes of age and learns the price of power. His powers are great, but will he be tempted by the dark powers of the Shadow Stone? *Due October.* $10.00

### Miscellaneous Books

**1: Spellfire** Shandril of Highmoon, an orphaned girl, is bored, so she runs away in search of adventure. An adventure involving Elminster and the evil dracolich. Little does she dream that the spellfire will flow through her as she is instrumental in defeating that great evil. $10.00

**2: Realms of Valor** An anthology of stories, including characters such as Drizzt, Jander Sunstar, and many others. $10.00

**3. Realms of Infamy** An anthology of stories, including the characters Cyric, Artemis Entreri, Manshoon of Zhenti Keep, Elaith Craulnober, and Zulkir Szass Tam. $10.00

**4. Once Around the Realms** Volo accepts a dare to prove that he is greatest traveller in the Realms - he must travel around the

globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardises the safety of all Faerun and beyond. $10.00

**5. Elminster, The Making of a Mage** Reveals the ancient beginnings of the archmage Elminster. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey. $10.00

**6. Elminster in Myth Drannor** Hardcover. Sequel to *Elminster, Making of a Mage*. The young Elminster journeys to the legendary elven capital of Cormanthyr to learn its ways and magics despite the xenophobic foibles of the elves within. Political intrigue abounds. Hardcover $34.00 *Due Jan'99* **Softcover - $10.00**

**7. The Temptation of Elminster** Hardcover. Myth Drannor has fallen, and glorious Cormanthyr lies in ruins. Elminster emerges from the rubble to serve new, human masters. Will the price of wizardly power be the mage's soul? *Due Jan'99*. $35.00

**8. Realms of Magic Anthology** Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc. $10.00

**9. Murder in Cormyr** When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime. $11.00

**10. Realms of the Underdark** Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others. $10.00

**11. Cormyr: A Novel** On the eve of catastrophe, the epic story of the Realms' greatest nation is told by Ed Greenwood and Jeff Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come. $12.00

**12. Realms of the Arcane** From the library of Candlekeep comes a collection of all new stories of the Realms and the Arcane Age. Authors include Ed Greenwood, Jeff Grubb, etc. $10.00

**13. Evermeet: Island of Elves *Hardcover*** The details behind Malor the Beastlord's monumental attack on Evermeet are finally revealed. Thousands of years of scheming culminate in the final conflict, in which the vengeful beastlord and his cohorts attack the island itself. $35.00

**14. Realms of Mystery** Favorite Forgotten Realms authors spin tales of murder, suspense, and intrigue in these stories, including: the only clue to who's killing a party of adventurers is the letter 'H' written in the blood of one of the victims; a smiling ghost, etc. $10.00

# GREYHAWK

**GREYHAWK The Adventure Begins** At the heart of Greyhawk Adventures lies the city of Greyhawk. Open the gates to this fabled city, with its dozens of dungeons and countless adventures. Explore the lands of the Wild Coast, the unfathomable Nyr Dyv, and the deadly Bright Desert. A DMs dream, this 128 page guide gives you what you need to start a Greyhawk campaign. $37.00

**Greyhawk Player's Guide** Enter the Flanaess lands - a crowded cluster of kingdoms and states, great and petty, struggling for survival and supremacy against one another and countless foes both internal and external. Learn about the nations and cities of the world of Greyhawk; the leaders and rebels that effect this war-torn land; the races that inhabit it and the creatures that threaten it. $23.50

**Return of the Eight** Evil forces are attempting to infiltrate a secret fortress and unlock vast magical power. And some old enemies of civilization in the Flanaess have returned, trying to dominate the world. Unless the characters can pull off some really big miracles, the City of Greyhawk will be destroyed. $23.50

### The Lost Tombs Adventure Modules

**The Star Cairns** Begins a new epic , the *Lost Tombs*. Omens have predicated doom for Greyhawk, and the heroes must explore the treasure laden but cursed tombs of ancient kings and wizards for the key to turning it aside. *Due Oct.* $17.00

**Crypt of Lyzandred** Part Two of the *Lost Tombs*. The heroes find a map to the fabled tomb of Lyzandred the Mad . His final resting place is filled with deadly traps, cryptic clues, and a vast garrison of mindless guardians. *Due Nov.* $17.00

**The Doomgrinder** Part Three of the *Lost Tombs*. Features a monstrous windmill called the Doomgrinder. According to legend, this windmill grinds out the worlds doom. *Due Dec.* $17.00

### Classic Greyhawk

**Greyhawk Adventures** The hardback Greyhawk Adventures book, 128 pages which covers deities and clerics, new monsters, non player characters, spells and magic items, geography and adventures. TSR are re-releasing a new edition of Greyhawk next year, so this collector's item becomes even more valuable. $16.00

**Greyhawk Monstrous Compendium** The previous edition of the Greyhawk Monstrous Compendium, choc-full of beasties found in the Greyhawk world. Again, with the new Greyhawk coming out next year, this is a collectors edition. $9.00

# DRAGONLANCE

## DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

**Tales of the Lance** A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artefacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc). $34.00

**Leaves from the Inn of the Last Home** For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbit's to tempt the truly dedicated! $22.50

**Seeds of Chaos** The Chaos War Adventures, Vol 1. Experience the Dark Knight invasion during the Summer of Chaos. Dark Knights or Solamnic Knights, invaders or freedom fighters, your characters can fight the final battles of the Fourth Age of Krynn. *Due Nov.* $22.50

**The Art of Dragonlance Saga** At last - it's back! The visual creation of the Dragonlance World is depicted on top quality paper with art print after art print, with descriptions. *Due Oct.* $34.00

**The History of Dragonlance** Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. $25.50

## DRAGONLANCE: THE FIFTH AGE

**DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME** Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, the Fate Deck of 88 cards, 18 character cards, and map. $42.50

**A Saga Companion** Answers rules questions and offers new ideas for hero creation including generating their backgrounds, alternate suggestions for magic use, and tips for introducing plot twists. $25.50

**Bestiary** A master guide to beasts cruel and kind. This is an indepth look at the flora and fauna, peoples and monsters of myth for *Dragonlance 5th Age*. *Due Oct.* $42.50

**Citadel of Light** This adventure and supplement explores the Citadel of Light, built by dwarves, protected by Solamnic Knights, sacred to pilgrims. Has two 96 page books and poster map. $40.00

**Heroes of Defiance** Rogues, spies, legionnaires, even kender can become champions of the oppressed. Here are rules for playing the bravest freedom fighters of the Fifth Age. The included adventure continues the saga of *Dragons of a New Age* series. $34.00

**Heroes of Hope** Part of the *Dragons of a New Age* adventure. Detailed source information lets you play Rose Knights, centaur shapechangers, Knights of the Skull, dwarven earth mystics, shamans, etc; plus an epic journey over land and sea to seek the Crown of Tides in a realm of aquatic elves - over a sea dragon lord's dead body! $34.00

**Heroes of Sorcery** Only a new magic hidden in history can defend Krynn against the dragons. New rules make sorcery even more powerful. The adventure included continues as the heroes discover that their foes, the dragons, may hold the secret to enchantments in the 5th Age. $34.00

**Heroes of Steel** First supplement for *Dragonlance the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Included is the 1st part of an epic adventure that sets in motion the Dragons of the New Age saga. $30.00

**Palanthas** A detailed look at Ansalon's best known city. Explore the Great Library, the underground thieves' network, the cursed site of the Tower of High Sorcery. *Due Jan'99*. $20.00

**Seeds of Chaos** This scenario contains Saga conversion rules, ties into the novel Tears of the Night Sky. *Due Nov.* $22.50

**The Last Tower** The Legacy of Raistlin. Explore the mysteries of the Tower of Wayreth. With a history of the towers, travelogue of the traps and treasures around Wayreth, a catalog of magical items, and a book containing scenarios. $34.00

**Wings of Fury** A war of wyrms wastes the world in this climax adventure of the *Dragons of a New Age* epic. The heroes must turn back the tide of war with the Shadow Dragon. Also examines the life & goals of dragons, the history of Krynn told from their perspective, attitudes, agendas, powers, etc. $37.50

## DRAGONLANCE THE FIFTH AGE NOVELS

**1. The Dawning of a New Age** The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn. $10.00

**2. The Day of the Tempest** It is Krynn's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerer Palin Majere and armed with an ancient dragonlance, they stand up against the dragons. It may be their last act of courage. $10.00

**3. The Eve of the Maelstrom** The two most powerful dragon overlords clash in a showdown for ultimate rule over Ansalon! The Blue Dragon plots against Malys in a bid for dominance over the other dragon overlords and her fury at his betrayal is massive & fiery. $10.00

**4. Relics & Omens** Short stories set after the Chaos War and in the dawn of the Fifth Age. Old companions and fresh heroes. New and ever more fantastical creatures. Banished gods and lost magic. Dragon Overlords taking over Krynn. $10.00

**5. Spirit of the Wind** Riverwind, the fabled plainsman, answers a call for heroes to aid the kender in their struggle against the great red dragon Malystryx, a dire new threat following the Chaos War. $11.00

**6. Legacy of Steel** Inspired by the terrors of the Dragon Purge, the outcast knight Sara resolves to lead to a new order of knights based on selflessness and mutual aid. *Due Dec.* $10.00

## DRAGONLANCE NOVELS

### Dragonlance Chronicles

**1: Dragons of Autumn Twilight** Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance. $12.00

**2: Dragons of Winter Night** The adventure continues.. treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb. $12.00

**3: Dragons of Spring Dawning** Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness. $12.00

**4. Dragons of Summer Flame** Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction. $12.00

### Dragonlance Legends

**1: Time of the Twins** The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. $12.00

**2: War of the Twins** Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a time loop that will destroy him. $12.00

**3: Test of the Twins** Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. $12.00

### Dragonlance Tales

**1: The Magic of Krynn** A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods, Another story asks is Raistlin truly dead? There are tales of sea monsters, dark elves, etc. $10.00

**2: Kenders, Gully Dwarves & Gnomes** A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel. $10.00

**3: Love and War** A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumours about the past that have bearing on the future of Krynn. $10.00

### Dragonlance

**1: The Reign of Istar** A kender becomes a Solamnic Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar. $10.00

**2: The Cataclysm** The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. $10.00

**3 : The War of the Lance** Krynn is caught in the grips of a terrible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods fo good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. $10.00

### DL Saga Heroes

**1: The Legend of Huma** A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with unparalleled treachery among the Solamnic knights; his love for the Silver Dragon, and his final showdown with Takhisis. But who will win? $10.00

**2 : Stormblade** The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. $10.00

**3: Weasel's Luck** Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnic Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. $10.00

### DL Saga Heroes II

**1: Kaz the Minotaur** Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumours of evil incidents. When he warns the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and deja vu. $10.00

**2. The Gates of Thorbardin** Beneath Skullcap is a path to the gates of Thorbardin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbardin, but he will also open the realm to new horror. $10.00

**3. Galen Benighted** Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he forsakes his better judgement & embarks on a quest that leads to a conspiracy of darkness. $10.00

### DL Saga Preludes

**1: Darkness & Light** Tells of the time Sturm and Kitiara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunitari during a war. Eventually escaping, the two separate over ethics. $10.00

**2: Kendermore** A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who pickles one of everything, including kenders! $10.00

**3: Brothers Majere** Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. $10.00

### DL Saga Preludes II

**1: Riverwind the Plainsman** To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical-shaft and alights in a world of slavery and rebellion. $10.00

**2: Flint the King** Flint returns to his boyhood village and finds it a boomtown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king... $10.00

**3: Tanis - the Shadow Years** Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself. $10.00

### DL Saga Villains

**1: Before the Mask** Young Verminaard grows up unlovely and unloved, trading friends and family for a dark romance with an evil, mysterious voice, and the sinister weapon it comes to inhabit. $10.00

**2: The Black Wing** The rise and fall of an evil dragon. The black dragon Khisanth is awaken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult. $10.00

**3: Emperor of Ansalon** Vast armies surge across Krynn, spreading shadows of evil dragonkind over the land. All these horrific forces follow the commands of one man...Ariakas, the Emperor of Ansalon. $10.00

**4. Hederick the Theocrat** Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an Inquisition to kill all who follow magic. $10.00

**5. Lord Toede** Vain, pompous, and unreliable, Slavemaster and Dragon Highlord Fewmaster Toded survives every evil trial and tribulation. $10.00

**6. The Dark Queen** Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss. $10.00

### Dwarven Nations Trilogy

**1: Covenant of the Forge** As the drums of Balladine thunder forth, calling humans to trade with the dwarves of Thorin, Grayfen, a human struck by the magic of Graystone, infiltrates the dwarven stronghold, determined to annihilate the dwarves and steal their treasure. $10.00

**2: Hammer & Axe** Dwarven clans unite against the threat of encroaching humans and create the fortress of Thorbardin. But old rivalries are not easily forgotten, and the resulting political intrigue brings about catastrophic change. $10.00

**3: The Swordsheath Scroll** Despite the stubborn courage of the

dwarves, the Wilderness War ends as a no-win. The Swordsheath Scroll is signed, and the dwarves join the elves of Qualinesti to build a symbol of peace among races: Pax Tharkas. $10.00

### Meetings Sextet

**1: Kindred Spirits** The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis.When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder. **$10.00**
**2: Wanderlust** When Tas accidentally pockets a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the fabled phaethons to save both Tas & the Black Robes from a fate far worse than death. **$10.00**
**3 : Dark Heart** The story of beautiful, dark hearted Kitiara Uth Matar, from the birth of her two twin brothers, Raistlin and Caramon. Kitiara's growing fascination with evil and ceaseless search for her father throw her into the company of a roguish strange whose fate is intermingled with hers. **$10.00**
**4: The Oath and the Measure** Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. **$10.00**
**5: Steel and Stone** Tanis, while on his way back from Qualinesti, encounters the beautiful Kitiara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. **$10.00**
**6: The Companions** Together in Solace, the seven companions learn about friendship and laughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. **$10.00**

### Defenders of Magic Trilogy

**1. Night of the Eye** The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made. **$10.00**
**2. The Medusa Plague** The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel... **$10.00**
**3. The Seventh Sentinel** The survival of magic is once again in question in Krynn. Will Guerrand and Bram DiThon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic.**$10.00**

### Miscellaneous

**1. Dragons of Krynn** An anthology of dragon tails - oops - tales. **$10.00**
**2. The Dragons at War** Companion to *Dragons of Krynn*, features a new collection of stories. **$10.00**
**3. The Dragons of Chaos** New short story anthology features brave heroes, dark villains, differing races, and all varieties of dragons. **$10.00**
**4. The Second Generation** Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. **$10.00**
**5. Murder in Tarsis Hardcover** The story of a military consul in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhisis and Paladine. **$30.00**
**6. Tales of Uncle Trapspringer** The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems! **$10.00**
**7. The Soulforge** Hardcover. Prequel to the Chronicles Trilogy, following Raistlin's journey from a six year old to becoming a wizard, but first he must survive the dreaded Test. **$38.00**

### DL Saga Lost Histories

**1. The Kagonesti** The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony. **$10.00**
**2. The Irda** Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods. **$10.00**
**3. The Dargonesti** Tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. **$10.00**
**4. Land of the Minotaurs** Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfer - he is not what he seems, & all the minotaurs stand in peril. **$10.00**
**5. The Gully Dwarves** The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimiest of villains. **$10.00**
**6. The Dragons** From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. **$10.00**

### DragonLance Warriors

**1. Knights of the Crown** The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. **$10.00**
**2. Maquesta Kar-Thon** Maquesta Kar-Thon races against time, high seas pirates, and her own trepidation's to win her father's freedom. **$10.00**
**3. Knights of the Sword** The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted. **$10.00**
**4. Theros Ironfeld** The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine. **$10.00**
**5. Knights of the Rose** The third quest of Sir Pirvan the Wayward culminates in his rise to the status of Knight of the Rose. As more Knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty, and duty. **$10.00**
**6. Lord Soth** The tale of the infamous death knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil. Can he redeem himself? **$10.00**
**7. The Wayward Knights** Sir Pirvan is about to be put out to pasture when he again answers the call of duty, aided only by the knights he recruited so many years ago - the Wayward Knights. **$10.00**

### Lost Legends I

**1. Vinas Solamnus** Chronicles the life story of the founder of the Knights of Solamnus. No knight was ever nobler, more spiritual, more idealistic than Vinas Solamnus...but he wasn't always that way. The story of his early years, his education, and his crucible is truly one of the most famous lost legends of Krynn. **$10.00**
**2. Fistandantilus Reborn** Details a fiendish plot to revive the evil Fistandantilus, one of the most notorious villains of Krynn. He's been dead for centuries, but his loyal followers have hatched a plan to raise him up again. Can Emilo the Kender prevent this? **$10.00**

### The Chaos War

**1. The Doom Brigade** During the Chaos War, two isolated bands of disparate enemies - dwarves & draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties - and the fire dragons, children of Chaos, are involved. **$12.00**
**2. The Last Thane** While the Hylar battalions are off fighting in the Chaos War, the lowliest clans plots insurrection, aided by demon creatures dispatched by Chaos. **$10.00**
**3. Tears of the Night Sky** A quest for the god Paladine becomes a test of faith for Crysania, blind cleric of Paladine. She is aided by a magical tiger companion. *Due Nov.* **$10.00**

# RAVENLOFT

## RAVENLOFT CAMPAIGN MATERIAL

**RAVENLOFT 2nd Ed CAMPAIGN SETTING: DOMAINS OF DREAD** Vampires, werewolves, terror riddled castles, and all things hair-raising come to AD&D in this campaign boxed set. This hardcover volume completely revises and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks. **$51.00**
**A Guide to Transylvania** The only traveller's guide to the heart of darkness in Gothic Earth - the legendary Transylvania. Here in horrifyingly realistic detail is the setting for infinite adventures in the hunting ground of vampires, golems and werewolves. **$22.50**
**Champions of the Mists** A collection of popular heroic figures from Ravenloft novels, with full histories and gaming stats including Gondegal of the Circle, rules for using fire-arms in the Lands othe Mists. and a section on player character kits. **$22.00**
**Children of the Night: Werebeasts** An anthology of short adventures. Thirteen lycanthropes are featured with histories, strategies, and adventures for them. *Due Dec.* **$27.00**
**Children of the Night: Ghosts** Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter. **$29.00**
**Children of the Night: Vampires** Thirteen vampires and adventures featuring Count Strahd von Zarovich's goddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. **$27.00**
**Forged of Darkness** Discover many unique magical artefacts of the Darklords - including Azalin the lichlord's personal cache of horrors. The dark history behind each mystical artefact in this collection and the curse associated with it is revealed. **$22.50**
**MC10 Ravenloft Monsters** Describes a host of foul creatures from the fantasy-horror genre. **$17.50**
**Masque of the Red Death & Other Tales** A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. 5 booklets, DM screen, 2 maps. **$42.50**
**The Gothic Earth Gazetteer** A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. **$17.00**
**Monstrous Compendium Ravenloft App #3** 128 pages of more beasties to spring on unsuspecting PCs. **$30.00**
**RR1 Darklords** This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demesne, special abilities, and spectacular powers. **$22.50**
**RR4 Islands of Terror** 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady fallen from grace. **$22.50**
**RR8 Van Richten's Guide to the Created** Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. **$22.50**
**The Nightmare Lands** A unique vision of one of Ravenlofts most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. **$34.00**
**The Shadow Rift** In the wake of the Grand Conjunction, a gaping, mist-filled hole appeared in the centre of Ravenloft's core. It's up to the heroes to prevent one of mankind's greatest enemies from finding his way through the ShadowRift. **$39.00**
**Van Richten's Guide to the Ancient Dead** The mummies of Ravenloft. There is more to these creatures than just crumbling horrors that unwind forth from their tombs. **$20.00**
**Van Richtens Guide to Fiends** This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them. **$20.00**
**Van Richtens Guide to the Vistani** Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. **$20.00**

### RAVENLOFT ADVENTURE MODULES

**RE1 Adams Wrath** A Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. **$17.00**
**RM3 Web of Illusions** Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. **$17.00**
**RM5 Dark of the Moon** A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say ``Werewolves are hot'', thanks TSR! **$17.00**
**RQ2 Thoughts of Darkness** Bluetspur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an dllithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. **$17.00**
**A Light in the Belfry** An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. **$25.50**
**Circle of Darkness** A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultra powerful monster before it becomes a Dark Lord. **$17.00**
**Death Unchained** In the land of Dementlieu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. **$22.50**
**Death Ascendant** Sequel to *Death Unchained*. The Ebon Fold's web of intrigue spreads as the master reaps the artefacts of Darkness and prepares to proclaim himself Emperor of Terrors. **$22.50**
**Neither Man Nor Beast** The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa.**$17.00**
**Servants of Darkness** Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the inquisition and the witches he hunts bring a terrible darkness to the land. Adventure. For levels 4 - 6. **$22.50**
**The Awakening** For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. **$17.00**
**The Forgotten Terror** Adventure. A crossover to the *Forgotten Realms* campaign concludes the story arc begun in the *Castle Spulzeer* adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. **$22.50**
**Vecna Reborn** One of AD&D's most notorious villains is now one of Ravenloft's newest darklords, although trapped in the Demiplane of Dread. Now he's trying to bridge the gap between the land of the Mists and his home world. *Due September.* **$22.50**

## RAVENLOFT NOVELS

### The Ravenloft Series

**1. Vampire of the Mists** Jander Sunstar, an elven vampire, is pulled into the newly formed dark domain of Barovia and forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. **$10.00**
**2: Knight of the Black Rose** The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. **$10.00**
**3: Dance of the Dead** Larissa is a dancer on a riverboat that journeys to the zombie-plagued island of Souragne. The music is chilling, the captain is sinister, and Larissa must master the Dance of the Dead to save herself. **$10.00**
**4: Heart of Midnight** Even before he had drawn his first breath, Casimir had inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. **$10.00**
**5: Tapestry of Dark Souls** The monks' hold over the Gathering Cloth, containing some of the villest evils in Ravenloft, is slipping. They only hope is a strange youth, who will become either the monks' champion...or their doom. **$10.00**
**6: Carnival of Fear $10.00** **7. The Enemy Within - $10.00**
**8.Mordenheim- $10.00** **9.Tales of Ravenloft Anthology $10.00**
**10. Baroness of Blood** A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land. **$10.00**
**11. Death of a Darklord** A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyrannical evil leaders who rule Kartakkas. But who is their real target? **$10.00**
**12. Scholar of Decay** Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down. **$10.00**
**13. King of the Dead** The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft. **$10.00**
**14. To Sleep with Evil** Focusing on the mystical Vistani fortune-tellers, this is a story of sorcery, passion and horror. A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. **$10.00**
**15. Lord of the Necropolis** By sending his minions to harvest the life force of the occupants of Darkon, Lord Azalin hopes to become the demilich and escape the world of Ravenloft. His plan succeeds, but only partially, resulting in startling, permanent changes in the land of Darkon. **$10.00**
**16. Shadowborn** Alexi Shadowborn sets out to discover who is desiccating a local cemetary, and the encounter leaves him forever changed, with the curse being linked to an assassination of a family member that occured twenty years ago. **$10.00**
**17. Tower of Doom** A lonely, disfigured hunchback is persecuted and called a monster, so he decides to get revenge by being what they accuse him of being. **$10.00**

### Miscellaneous

**1. I, Strahd** Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beauty the war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood. **$10.00**
**2. I, Strahd: The War Against Azalin** Strahd's perfect aristocratic existence is threatened by the arrival of the evil lich Azalin, whose army of the undead lays waste to the borderlands. In the war of undead verses undead, who can survive? **$10.00**

# Earthdawn

**FANTASY** Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the ShadowRun world, revealing the races before magic was locked away. **By FASA.**

**EARTHDAWN RPG** A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordmasters, Windling thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. **Softcover** **$34.00**
**Arcane Mysteries of Barsaive** Magicians wield the greatest and most fantastic powers, their spells can blast away mountains, turn day into night, and raise the dead. Offers more than 200 spells. Includes new talent knacks and magical items, ranging from simple fire-starter wands to magical treasures once wielded by heroes.**$25.50**
**Barsaive Campaign Set Boxed** set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. **$34.00**
**Blades** This adventure leads the PCs across Barsaive in search of the Key Knowledge to empower the Blades of Cara Fahd, magical daggers originally wielded before the Scourge. But the characters learn that within the Blades is a power so dangerous that it threatens all life. **$25.50**
**Cara Fahd: The Ork Nation** From across Barsaive, thousands of orks have come to rebuild their ancient homeland of Cara Fahd. This sourcebook tells you all about these tribes. Looks at their recently founded capital, their leaders, conflicts, etc. **$30.00**
**Creatures of Barsaive** The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. The beautiful Death Moth, with its fatal sting, the pangolus, who can disembowel a troll with one swipe of its claws, etc. 50 creatures. **$30.00**
**Crystal Raiders of Barsaive** The troll crystal raiders are the only force in Barsaive that can battle the mighty airships of the sinister Theran Empire. Describes these fierce raiding tribes, their airships, crystal weapons, etc. Rules for airship combat. **$34.00**
**Denizens of Earthdawn Vol 1** Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. **$30.00**
**Denizens of Earthdawn Vol 2** In-depth description of dwarves, obsidimen, orks, and trolls & how they fit into society. **$30.00**

**Earthdawn Dragons** Dragons are the most mysterious and magically powerful creatures in all of Barsaive. But the separate society that they have so carefully cultivated is about to end, for a rogue dragon has exposed the dragons' secrets and their plans for Barsaive's future. *Due August.* **$37.50**

**Earthdawn Companion** Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbearers, rules for ship combat, etc. **$30.00**

**Earthdawn GM Pack** GM Screen, sheets of treasure cards, a full length adventure, & campaign guidelines. **$20.00**

**Earthdawn Survival Guide** Offers players and gamemasters a detailed look at the hazards of exploration and adventuring in the land of Barsaive. Includes first-person accounts of Barsaive's myriad of dangers, from the hazards of the underground and wilderness expeditions to the dangers of travelling, as well as descriptions of the Badlands, Death's Sea, the Mist Swamps, and the Wastes; and rules for travel and first aid and healing. **$30.00**

**Horrors** The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful and destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest and most dangerous remained behind... **$30.00**

**Infected** An adventure in which the players race against time to save a young girl accused of being infected by a Terror by members of the Grim Legion, who have placed the village under quarantine. But where are her powers coming from? Can you save her and her village? **$17.00**

**Legends of Earthdawn Vol 1** Offers players and GMs 30 legends told among the people of Barsaive, involving heroes, Horrors, and legendary magical treasures. This book also provides suggestions for creating adventures based on each of the legends. Statistics are included for Horrors & Magical Items. **$17.00**

**Legends of Earthdawn Vol 2: The Book of Exploration** Offers adventurers a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and many tales of exploration. **$17.00**

**Magic: A Manual of Mystic Secrets** Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space. **$30.00**

**Parlainth: The Forgotten City** Once the Theran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. **$42.50**

**Parlainth Adventures** Four gruelling adventures which take characters from the frontier town of Haven through various areas within the ruins of the Forgotten City. For characters of Circles 2-5. Includes a Slumbering Horror awakening to malevolent life and turning Haven into a seething cauldron of violence into chaos; an ancient Theran treasure; & undead. **$17.00**

**Prelude to War** The arrival of a city-sized stone airship marks the long-dreaded return of the Theran Empire to Barsaive, the first step in the Theran's scheme to reconquer the province they once ruled. And the orks are all gathering together in unity - a bad sign for the other races. **$24.00**

**Secret Societies of Barsaive** Describes several significant and powerful clandestine groups, such as the Keys of Death, cultists of the Horror Verjihorm, and the people behind them and their ultimate goals. Includes adventure ideas. **$30.00**

**Shattered Pattern** An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the forces of the Horror and a Dragon. **$17.00**

**Sky Point and Vivane** The city of Vivane is the Theran Empire's last foothold in the province it once owned. Hundreds of feet above Vivane, supported by vast stone pillars, is the fortress known as Sky Point, the centre of Theran Military power in Barsaive. It commands a vast fleet of armed airships and massive, floating citadels, all capable of wreaking untold destruction. Boxed set. **$42.50**

**Sky Point Adventures** From a search for stolen coins belonging to a Theran Noble houses; to a vital document falling into a master criminal's hands; to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. **$17.00**

**Theran Empire** Great Thera stands at the heart of a far-flung empire full of strange customs, awe-inspiring beauty and great intrigue. Travellers through these provinces must be wary of Thera's influence, but even greater dangers lie in the unfamiliar creatures and peoples native to these lands. **$37.50**

**Terror in the Skies** The trading companies of the city of Travar are being plagued by sky-bound Horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. **$17.00**

**The Blood Wood** Once the Elves of the Blood Wood embodied beauty and grace. Now they are terrible to behold, having corrupted themselves with powerful magic in order to escape the Horrors. Constantly bleeding from the thorns that pierce their bodies, these elves live in agony amidst an unnatural, twisted wood. **$30.00**

**The Mists of Betrayal** When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the heart of Barsaive. **$13.50**

**The Serpent River** Though the five trading houses of the t'skrang control the Serpent River, even they cannot protect travellers from the menacing creatures that lurk in its depths and the pirates who plague its banks. **$30.00**

**Throal: The Dwarf Kingdom** The mighty dwarf kingdom from the bustling, noisy Grand Bazaar to the majestic chambers of the Royal Hall, this kingdom encompasses seven cities full of people from all walks of life; dwarf merchants, ork tavern owners, t'skrang swordmasters, windling thieves, etc. With adventure hooks and heaps of background information. **$34.00**

**Throal Adventures** Adventures set around the Kingdom of Throal, from intrigue to clashes with authorities, criminals and Horrors, as adepts investigate strange rumblings beneath the Inner City of Hustane. **$20.00**

## EARTHDAWN NOVELS

**6. Shroud of Madness** Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of several nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city, where one member is trying to destroy anyone connected to her bloodline. **$4.00**

**7. Lost Kaer** Kaer Moar's depressed inhabitants believe the Scourge still rages outside the protective walls. When Delain discovers that the keystone responsible for warding off Horrors is damaged and that the magical device created to signal the end of the Scourge has not moved in years, he vows to save the kaer - but the thing lurking in the shadows won't let them go without a fight. **$10.00**

# Elric

**DARK FANTASY** The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. **By Chaosium.**

**Elric! RPG** A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. **$34.00**

**Atlas of the Young Kingdoms Vol 1** Discusses the Sighing Desert, the Weeping Waste, heavenly Tanelorn, horrible Nadsokor, the ancient evil of Org and the Forest of Troos, free-trading and progressive Ilmiora. We learn histories, products, attitudes, customs, etc. **$30.00**

**Elric Screen** 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardros, a complete scenario. **$25.50**

**Sailing on the Seas of Fate** All the information needed to expand your campaign across the mighty oceans of the world. Ship and sailing rules as well as adventure ideas. **$22.00**

**The Bronze Grimoire** The magical supplement includes new enchantments, powerful additions to spells, a discussion of elementals, & disturbing new demon breeds. **$22.00**

**The Fate of Fools** Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennui? **$18.50**

**The Unknown East** Twelve thousand years ago a strange people settled an Island, changed the world and changed themselves. Melnibone and her chaos patrons warred against the Menastrai, supporters of the balance. The Menastrai fled to unknown eastern lands, where they build great kingdoms. But now Melnibone has found them again. **$30.00**

# Epiphany: Legends of Hyperborea

**Fantasy** A simple and playable game that brings the mystery of Atlantis to life. **By BTRC.**

**Epiphany: Legends of Hyperborea RPG** A brand new release from BTRC. In this complete diceless role playing game, Atlantis is alive! Atlantis, Lemuria, Mu, legendary kingdoms of magic, all now sunk beneath the sea, and despite our science and technology, they remain hidden, and so confined to the world of myth. You role play in the past of these magical kingdoms, before their destruction. Even without dice, the outcomes of debates and duels are still uncertain. **$10.00**

# Fading Suns

**SCI-FI** Set in mankind's far future, where a new dark ages has fallen. **By Holistic Designs.**

**FADING SUNS RPG** It is the dawn of the sixth millennium after Christ and the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 270 illustrated pages rich in background and information, as well as a star map. **$42.50**

**Byzantium Secundus** Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intrigue-laden world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knights fan out across the Known Worlds on quests for glory. They do not realise that the great perils lies in their own backyard. This world's darkest pits hide unimaginable evil... **$30.00**

**Children of the Gods** One of the earliest sentient alien races humanity discovered was the Ur-Obun, who were peaceful. Then humanity met their violent cousins, the Ur-Ukar. These two races were gifted by the gods, the ancient Anunnaki jumpgate builders, with unique technologies. **$22.00**

**Fading Suns GM Screen & Weapons Compendium** A sturdy screen with charts and tables, complete with weapons and armor lists and more. Includes a fully illustrated Weapons Compendium detailing the wide variety of Known Worlds weapons, from splinter swords and cluster guns to the more exotic Symbiot guns. **$20.00**

**Fading Suns Players Companion** 208 pages including new Blessings and Curses, Benefices and Afflications, skills, occult powers, weapons, equipment and valuable rules expansions. Also new character roles: Church sects, guilds, military units, long awaited details on sentient alien races and the genetically engineered Changed. **$42.50**

**Forbidden Lore: Technology** Technology is the Known Worlds is not what it once was. Science fell from its pinnacle with the rise of feudal lords and superstitious priests., stamped out by ignorance and fear. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, artillery, vehicles, church law, economics, think machines, cybernetics, etc. **$25.50**

**Lords of the Known Worlds** Nobles are the unquestioned rulers of the universe. Few are privy to their lifestyles and secrets, and the great unwashed understand little of the perks and problems associated with rulership, taxes, wars, rivals. Herein are detailed histories and sociologies of the 5 Royal Houses, 10 minor houses, & alien nobility, Ur-Obun council members, & Vorox lords. **$30.00**

**Merchants of the Jumpweb** The merchants own the stars. Without their high-tech savvy and the loans from their coffers, travel and commerce would grind to a halt. Here are the histories and modus operandi of the Merchant League guilds, from the free-wheeling Charioteers, weird Engineers ans savvy Scravers. Also a cost-of-goods list, laws of crime and punishment. **$34.00**

**Priests of the Celestial Sun** The nobles may rules the secular lives of the Known Worlders, but the Church guards their souls, and in doing so, dictates to the nobility. But new sects and orders are arising in the wake of the Emperor wars and causing divisions and weaknesses. Details the lives of the saints, histories and beliefs of these sects. Also has great B&W artwork. **$32.50**

**Sinners & Saints** Here is a rogues gallery of people and creatures from the Known Worlds and beyond: noble rivals, priests, space pirates, deadly mercenaries, assassins, alien animals. Each comes with its own sheet for ease of use by players & GMs. **$27.00**

**The Dark Between the Stars** The Anunnaki left behind many strange devices and their ancient secrets lie buried on many worlds - secrets which can bring salvation or destruction. But they are their works are not the only mysteries, for strange entities lurk in the voicd, tempting humans and aliens to do evil... **$30.00**

**Weird Places** Roam the strange fields of Pentateuch. Discover a secret Lost World hiding a powerful artefact sought by all. Uncover a hidden barbarian fortress on Kurga. Ship out to Bannockburn to halt a deadly Symbiot excursion. Search the haunted chapel of Manitou for lost lore. Or dock at Barter, a travelling marketplace in space. With stunning B&W artwork. **$22.00**

# GURPS

**GENERIC** An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. **By Steve Jackson.**

**GURPS BASIC RULEBOOK 3rd Ed.** 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. **$45.00**

**GURPS Alternate Earths** Travel the Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World. **$34.00**

**GURPS Autoduel 2nd Ed** Set in our post-apocalyptic world, based on the Car Wars boardgame. Its a world devastated by war, famine and despair...on lawless highways where the right of way goes to the biggest gun. Includes an updated AADA Road Atlas and Survival Guide, vehicle construction, character creation, campaign ideas, history of Autoduel America, etc. **$34.00**

**GURPS Black Ops** Vampires, werewolves, demons, strange things living in the sewers. You work for the Company, trying to suppress this truth from reaching the public while at the same time trying to stop these vermin taking over the world. **$34.00**

**GURPS Bio-Tech** Who needs silicon and steel? Upgrade your old body with steroids and smart drugs, transplants and viral nano...or just get a new one. Or maybe you don't think being human is so great? Then improve on nature with eugeneering and genefixing. Or just go parahuman - you can *be* a cat! **$34.00**

**GURPS Celtic Myth** Standing stones. Headhunting and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors painted blue. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. **$34.00**

**GURPS Compendium I** Compiled from over a hundred GURPS books and dozens of Pyramid Magazine articles to bring you the most complete compilation of character generation rules ever. **$40.00**

**GURPS Compendium II** Combat and Campaigns. A digest of advanced rules for combat and injury, healing, missed sleep, mass combat, hazards and threats such as decompression and radiation, campaign design and equipment. **$40.00**

**GURPS CthulhuPunk** A new frightening roleplaying world that contains the horror of Cthulhu with the dangerous, dark world of Cyberpunk. **$30.00**

**GURPS Cyberpunk** An accessory for playing Cyberpunk with GURPS. **$34.00**

**GURPS Discworld** The World is Flat! It rests on the back of four giant elephants, who in turn stand on the back of a great turtle. Based on the popular novels, also includs GURPS Lite, simplified rules that let the game be played on its own. *Due July.* **$48.00**

**GURPS Dinosaurs** Giganotosaurus, the largest carnivore to walk the Earth, packs of Deinonychus, the "terrible claws"; Triceratops, armed with shield and spears; Ankylosaurus, the living tank; the fearsome Tyrannosaurus Rex...their fossil bones inspired myths of dragons and other monsters. Their images still terrify us today. Visit their world - or have them visit yours... **$34.00**

**GURPS Egypt** All you need to roleplay in ancient Egypt. Who was Sinue? How is Horus related to Ra? Why does it matter if the Nile floods every year. Why mummify everything? *August.* **$36.00**

**GURPS Fantasy Folk 2nd Ed** From the tiny winged Ellyllon to the treetop-tall Giants, this book brings 24 nonhuman fantasy races to GURPS. **$32.00**

**GURPS Goblins** The first full color GURPS supplement. This is an adults only humorous look at 1830 Georgian London. This culture is infested with goblins, devious, evil creatures which includes gnomes, hobgoblins, trolls, ogres, giants, etc. They come in whatever shape, size and color they please. **$37.50**

**GURPS Greece** Quest through the Heroic age of legends, with Heracles, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur etc, or campaign in historical Greece. This supplement covers both in detail. **$34.00**

**GURPS Illuminati** The Secret Masters have denied all knowledge of the various conspiracy theories put forth in this recently published book. "To begin with, we don't even exist," said a spokesman, "The Illuminati are a myth." He went on to say, "Everything you know is a lie. Everything you suspect is true!" **$36.00**

**GURPS IOU** About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6} No black holes on campus. Except small ones on pizzas; 7} No antimatter on campus, either. Even on pizza; 8} Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! **$32.00**

**GURPS Mage: The Ascension** 192 pp book that allows players to play MAGE using the GURPS rules system. **$34.00**

**GURPS Martial Arts 2nd Ed** Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. **$39.00**

**GURPS Mecha** From battlesuited space marines to giant walking tanks, this book covers the entire mecha genre, including construction rules, advanced rules, transforming, a campaign world, etc. **$34.00**

**GURPS Places of Mystery** Have you ever wanted to visit Stonehenge? Now you can. Or uncover the mystery of the lost city of Atlantis. Travel back in time to ancient Babylon. Journey to Shangri-la and explore the Dreamtime beneath Ayers Rock. 128 pages. A good read. **$34.00**

**GURPS Planet Krishna** From the classic *Viagens* books by L.Sprague de Camp, a story of swashbuckling adventure in space, featuring people who could be humans excet for their green skin and feathery antennae; six legged yekis, sea-monsters, etc. **$34.00**

**GURPS Robots** A cold-eyed stare from the shadows of the alley...the spine-tingling scrape, scape as metallic feet drag along the concrete...the squeak and whirr of hinges and hydraulics as the machine approaches. The robot is an intriguing yet sinister being - created to serve, but in many ways superior to its weak and fallible human masters. We need the robots, do they need us? **$34.00**

**GURPS Supers 2nd Ed** Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design almost any super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. **$36.00**

**GURPS Traveller** The official alternate universe for Traveller, exploring "what if the rebellion never happened". *August.* **$50.00**

**GURPS Time Travel** Rules for flitting around time, past, present, future. **$34.00**

**GURPS Ultra-Tech** Sourcebook for the 21st century. Covers personal weapons, personal protection, heavy weapons, medicene, tools and repairs, and gadgets galore. **$34.00**

**GURPS Ultra-Tech 2** Hard-core, hard-wired hardware, from gatling carbines and Gauss shotguns to squirt pistols and killer nanomachines. Also discover medical nanotechnology and lots of new wonder drugs; electrothermal guns, etc. **$34.00**

**GURPS Undead** Everything from subtle hauntings to undead necromancers, from Gothic vampires to brain-eating zombies. Also history of the undead, guidelines for creating undead, a dozen classic undead archetypes, sample characters, etc. *Due Sept.* **$36.00**

**GURPS Vampire** Allowing you to play Vampire stuff with GURPS rules. **$34.00**

**GURPS Vehicles 2nd Ed** 208 pages. From rowboats to racing cards, balloons to battlesuits, trains to teleporters - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories at every step. **$34.00**

**GURPS Warehouse 23** The Ark of the Covenant sits on a shelf next to the gold plates of Moroni and the dissected corpses of Martian invaders. Scores of bizarre items - and the ultra-secret facility that stores them. This warehouse is like "Area 51" or "Hanger 17", being a government installation hiding the truth from the public. **$34.00**

**GURPS Werewolf** Allows you to play Werewolf with GURPs rules. **$34.00**

**GURPS Wizards** Introduces GURPS new template system, designed to streamline character creation. Has 28 wizard archetypes such as elementalists, enchanters, healers, illusionists, seers; druids, rune-mages; 112 ready to use sample characters. **$36.00**

# Heavy Gear

**SCI-FI** A new game from Dream Pod 9 and Janus Publications, being the RPG of the excellent Heavy Gear card combat game. The world is heavily inspired by Japanese anime and manga.

**HEAVY GEAR RPG 2nd Ed** The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Warfare is mostly restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, striders, grunts, etc. This 2nd Ed includes the simple and elegant Silhouette game engine; complete role playing rules, a detailed world background, a rich setting; complete tactical rules and guidelines for campaigns, scenario generators for quick games; rules to use the tactical system as a hexless miniatures tabletop game; 20 illustration archetypes, illustrated & detailed stats for 8 Gears & 2 Striders. $54.00

**Heavy Gear: Tactical Combat Boxed Set** Contains 36 Gear color stand-up counters, 10 infantry counters, complete rulebook, two Player's Guides, 10 APC counters, 4 full color hex-maps, a detailed campaign book, and and exclusive miniature. Experienced players can still enjoy it because it has 12 new scenarios, plus the stand-up full color counters of Heavy Gears. $79.95

**Crisis of Faith: Story Book One** Traces the events on Terra Nova from TN 1933 through TN 1935. The planet lurches toward a global conflict and the words of Terranovans themselves betray their machinations and true intentions. Includes letters, private conversations, journal entries, official reports. $34.00

**Duelist's Handbook** The ritualised and violent world of Gear dueling. Examines the duties and lives of military, professional and underground duelists, and features three new Gear models, new weapons, new perks, and detailed rules for small scale tactical combat. The city-state of Khayr is detailed as well as 7 PCs. $36.0

**Heavy Gear Character Compendium** Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generator. $39.00

**Heavy Gear Design Works** Presents development sketches and out of print illustrations, displaying the evolutions and functions of the principal vehicles and mechanical systems of the Heavy Gear universe. Lots of full color illustrations. $34.00

**Heavy Gear GameMaster's Guide & Screen** Perfect companion to Heavy Gear 2nd Ed. Contains a three-fold GM Screen, full color map of Terra Nova, easty to access reference tables, how to handle problem players, random equipment package tables, etc. $36.00

**Humanist Alliance Leaguebook** Built to provide the greatest good for the greatest number, the Alliance lives with a rigid caste system and near-religious worship of knowledge. But they use extreme measures in their struggle against deviants and the Southern Republic. Has new equipment, sample campaign sets up, etc. $34.00

**Into the Badlands Sourcebook** Info on the people of the Badlands. Focuses on people and events, and emphasises how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern Forces, Semi-Legendary Sand Riders, etc. $32.00

**Mini Heavy Gear** This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) $1.00

**Northern Lights Confederacy Sourcebook** Travel to the true north in the first Heavy Gear League sourcebook. Gives complete details on the NLC, which is torn apart by a powerful religious conflict. Includes details on Sorrento Revisionism, all 14 Norlight city-states, warrior monks, Henema Police Quick Response Teams, etc. $32.00

**Northern Vehicle Compendium One** This first volume contains the Gears and striders originally found in Field Guides N1 and N2, along with all the weapons, perks and flaws found in these two books, and a wealth of new material. Has fifteen heavy gear classes, seventy vehicles, two strider classes. $48.00

**Northern Vehicle Compendium Two** Tanks and Artillery. Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield, which APCs carry troops to the front. Covers over 20 vehicles with record sheets. $29.00

**Northern Vehicle Record Sheets One** Companion to the Vehicle Compendium. Provides record sheets for 86 widely deployed Gears, 8 Combat Striders, 10 vehicle prototypes, and also has variants. $34.00

**Southern Republic Army List** The Southern Republic is a sweeping land gifted with natural beauty and a prosperous civilisation. It is also an imperialist league formed upon supremacist ideologies whose history is steeped in the blood of the conquered. A look at the power behind the might of the Southern Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. $42.50

**Southern Republic Sourcebook** Complete details on the most powerful of the four Southern leagues of Terra Nova. Geography, history, economy, and society, including details on all its city-states. $34.00

**Southern Vehicle Compendium One** All the Southern vehicles found in the Heavy Gear books, as well as brand new Heavy Gear designs, along with background information on the Corporations making the Heavy Gears. $43.50

**Southern Vehicle Compendium Two** Tanks and Artillery. Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield, which APCs carry troops to the front. Covers over 20 vehicles with record sheets. $32.50

**Southern Vehicle Record Sheets One** Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears, 11 Combat Striders, 10 vehicle prototypes, and also has variants. $34.00

**Tactical Air Support** Covers everything not included in the primary rulebook, from air war tactical rules (movement, special manoeuvres, altitude) to dogfighting (one-on-one aircraft combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. $32.00

**Tactical Field Support** Contains the all-new skirmish scale, a detailed advanced combat initiative system for small unit actions, advanced artillery rules, advanced minefield rules, eight new support weapon systems, and game stats for 25 battlefield support vehicles. $36.00

**Technical Manual** Provides full background and development info, technical illustrations; complete rules for using, repairing and modifying Heavy Gear technology. 23 new ammo types. $31.95

**Terra Nova Sourcebook 2nd Ed** Complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each regions flora and fauna; a listing and description fo all city states; heaps of NPCs; cultures and lifestyles; a listing of planets colonised by man in the 62nd century, etc. The entire book is beautifully illustrated in B&W. *Due ?* $44.95

**The New Breed: Battle Before the Storm** Based on the *Heavy Gear Computer Game*, this book describes the game's landships and provides insight as to their crews and capabilities, as well as giving background material. Contains an 8 page color section with cutaways, sketches, and screen shots from the game. $42.50

**The Paxton Gambit** A Heavy Gear campaign. Follows on the storyline from *Crisis of Faith*. The only thing which can save the Peace River City-state from scandal, assassination and terror is a small cadre of peace officers. Has fully fledged scenarios, source material, a historical updated, and new gears stats. $29.00

# Hercules & Xena

**HERCULES & XENA RPG** By West End Games, based on the two (terrible) TV series. Gee, is it ancient Greece or a cross between Mad Max and a kung-fu movie? Fight against mythic Greek monsters, gods, and their servants, trying to free the common people from tyranny and oppression. This boxed set includes a full color 96 page Hero's Guide, a 112 page DMs Guide, GM Screen, and a 16 page solitaire adventure, two 16 page full length multiplayer adventures, and 6 special Xena/Hercules dice. The excitement never stops! (Hold me back, please!) $54.00

**Hercules & Xena Hero's Guide** Same as in the above boxed set, for players who don't want to buy the boxed set. 96 full color pages with heaps of photos, hero creation rules, profiles of the ancient world's heroes, info on the gods, etc. $32.50

**Hercules & Xena Gazetteer of the Ancient World** A 128 page book exploring the land and colonies, cities and people of ancient Greece (which looks absurb in such lucious green lands that look so much like New Zealand - why could that be?). With a color fold-out map. *Due August.* $34.00

**Hercules & Xena Mythic Monsters** The hydra, cyclops, giants, the minotaur. Take on these plus crowds of animated skeletons. Includes stats & illustrations. *Due Sept.* $45.00

# Heroes Unlimited

**SUPERHERO** A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. **By Palladium.**

**HEROES UNLIMITED 2nd Ed** The revised Second Edition. Virtually every type of hero imaginable, whether inspired by comic books, pulps, novels, film or television, is waiting to be created and played. Features over 100 super abilities, scores of sub-powers, 40 Psionic powers, 100 magic spells, enchanted weapons and objects, robot and cyborg creation rules, super-vehicles, aliens, mutants, wizards, super-geniuses, vigilantes. 352 pages. $42.50

**Aliens Unlimited** 192 pages + sourcebook packed with aliens, mutants, cyborgs, power armor clad troops, robots, and superbeings from across the universe. With 84 specific alien character races, high tech weapons & equipment, an evil alien empire & other villains, rules for space exploration, heaps of artwork. $34.00

**Mystic China** The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. $34.00

**Villains Unlimited** Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. $34.00

# Hidden Invasion

**HIDDEN INVASION RPG** It has taken us over a year to obtain more stocks of this X-Files style game, but at last, we found it! Mysterious lights appear in the evening skies. Strange sightings in remote parts of the world. Men in black harassing innocent people about what they have seen. Alien beings threaten our world. Humans are used for genetic experiments. The game details the alien races active on Earth, as well as their technology, underground bases, secret networks, human co-conspirators, and who the aliens have under their control! *On special....* $18.00

# HOL

**HOL** Human Occupied Landfill. An Adults Only roleplaying game set in a future gone wrong. **By White Wolf (Black DogGame Factory)**

**HOL Human Occupied Landfill.** An adults only RPG full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. $25.50

**Buttery wHOLesomeness** Well, I'm looking at the pages of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. $17.00

# Immortal

**FANTASY** A game about immortal spiritual beings who have lived throughout human history, much like the Highlander movie. **By Precedence Printing.**

**IMMORTAL The Invisible War RPG** You were there when the Sanguinary fled the crucible, when the Sphinx was not stone by flesh, when Paris slew Achilles before Troy, when Arthur wept, betrayed. You knew the painter Adolf who set out to "purify" the world, the sniper whose bullet claimed Kennedy's life. The age of innocence is ended, and immortal beings are awaking everywhere throughout the world, each striving to rediscover the secrets of their own fantastic past. 288 page book full of color photos & heaps of background info. $35.00

**Immortal Dracul** The secrets of Pride Dracul revealed: new Dracul abilities and background, Dracul's war-torn history, its Great Houses, adversaries, Bushido Pathwalkers and Ninja Shadow Warriors, the Forbidden City, etc. $28.95

**Immortal Pilot Pack** Includes a three fold Narrator's Screen, 12 full color character record sheets, a 32 page adventure called Project Looking Glass. $18.00

**Immortal Serenades** A definitives guide to the mystical powers of immortal beings, including fully revised and clarified rules for voicing serenade powers; the secret serenades of each of the thirteen immortal prides; over 75 never before published mystic powers, etc. $27.00

**Dream Stroke** Millennia have passed since the world shaping power of the first tryst was imprisoned inside a hidden mantle universe. Now a ravishing immortal is compelled by dreams she cannot explain. A master stroke of revenge is about to fall, and only you stand in the way. $18.00

**Lost Trinity** An epic script presented in three acts, with over 35 different scenes, as well as a CD audio soundtrack and full color map. Three primordial powers have been summoned to Earth - Leviathan, Rukshasa and Sharakai, the Spirit Dragon. Can your group of players overcome the temptation of ultimate power and the power of these three entities? $39.00

**The Art of War** Expanded rules and new options for resolving combat. Details of the Shian-Rhi, the first magical art developed by immortals, as well as over 25 other fighting styles from around the world. 96 pages brimming with new combat manoeuvres and weapons useable by all immortal characters. $25.00

**The Shapeshiffer's Manual** Within every immortal heart is chained an ancient beast, a feral passion that struggles eternally within its bonds, snarling for release. Vampires, lycanthropes, shapeshifters of every kind. $27.00

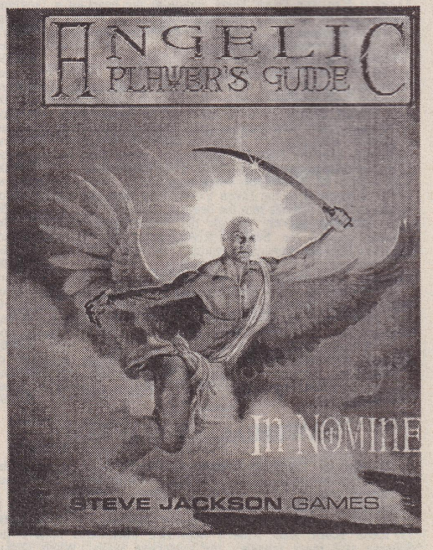
# In Nomine

**ANGELS VS DEMONS** Set in today's world, angels and demons battle it out for the souls of mankind. **By Steve Jackson.**

**IN NOMINE RPG** They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers, for good and evil, but they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout, 208 pages. $45.00

**In Nomine Hardcover RPG** Exactly as above, except with a hardback cover. There are two versions - you can choose white or black. $54.00

**Angelic Player's Guide** History, laws, and Choirs of angels, also the dark paths that can lead them to a fall from grace. Expanded angel descriptions, 4 new campaign concepts, etc. $34.00




**Fall of the Malakim** The Malakim, purest of the angels and Heaven's ultimate weapon in the War, have never fallen. Most believe they can't. But in Los Angeles, a demon controlled cesspool selfishness and cruelty, something awful has happened and the truth may shatter the millennia old balance between good & evil. *Due July.* $36.00

**Final Trumpet** Follows on from Night Music and Fall of the Malakim. Superiors on both sides prepare for Armageddon, and the flames of war spread across the world. *Due August.* $36.00

**Infernal Player's Guide** Everything you wanted to know about demons - their history, laws, the Bands they belong to and the Princes they serve..even the paths that can lead them to redemption. Also mixed campaign concepts, renegades, creation guide. $36.00

**In Nomine GM Pack** GM Screen plus an adventure for three to five Celestials, angelic or diabolical. $18.50

**Liber Reliquarum** Has everything you'll need to put artifacts in your campaigns. Discourses on the nature of artifacts and their place in the world, enhanced rules for artifact creation, over one hundred new relics, and two adventures, etc. $36.00

**Revelations #1 Night Music** Includes an adventure *The Demon Prince of Rock & Roll*, looks at the Archangel Laurence and Demon Prince Saminga; two new Superiors, expanded rules for soldiers, saints and the undead, ideas for adventures, etc. $36.00
**Revelations # 2 The Marches** Just be careful what *kind* of dream you have! The Marches is a vast dreamscape, ruled and fought over by Blandine and Beleth. Every mortal soul visits the Marches every night in slumber. $34.00
**Revelations #3 Heaven & Hell** Details the architecture and inhabitants of heaven and hell, including Dominic, Yves, Asmodeus, Kronos, Zadkiel, and Mammon, with many adventure ideas. $36.00

## Jovian Chronicles

**SCIENCE FICTION** A complete Science Fiction adventure based on Japanese anime, brought to us by **Dream Pod 9.**

**JOVIAN CHRONICLES RPG Silhouette Edition** Tensions continue to rise between the Jovian Confederation and the Central Earth Government. Jovian President announced that Jovian Armed Forces will be increasing patrols in the Belt region through to the orbit of Mars. Earth responded by placing its fleet on high alert and placing new limits on civilian travel. War is expected before the end of the year. This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 2210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like space movement rules that are fast and efficient. Has more than 12 pre-generated vehicles. With full color pages. $51.00
**Chaos Principle** A large Jovian battlefleet arrives at Mars to protect the Confederation's sometime ally, the Martian Free Republic. But a fleet from Earth has come to support the Martian Federation, and soon both sides are seen scrambling for their fighters and exo-armors.The first Campaign Sourcebook. Contains all the vehicle designs, source material and info needed to play an extended campaign. $38.00
**Jovian Chronicles Companion** Contains advanced rules and specific cases for those who want to take their characters and campaigns a step further. Additional background info, complete Silhouette vehicle and weapon design systems, etc. $42.50
**Jovian Chronicles Mechanical Catalog** There are a wide variety of vehicles in this book: exo-suits small enough to be used inside ships and bases; exo-armor, fighters, and space ships; and service and civilian vehicles such as repair robots. With stunning illustrations and background information on each item. $36.00
**Jovian Gamemastering Made Easy** Tips and tricks to help GMs with their campaigns, tools for designing campaigns, blank character & record sheets, & sturdy 3 fold screen. $34.00

## Kult

**KULT 2nd Ed RPG** Reality as we know it is a lie, an illusion fabricated to keep humanity at bay and prevent our awakening. Behind its facade something vaster and darker awaits - the true reality. The laws of nature prove to be weaker, and magic is a reality. A world where human wickedness mingles with terrors from other parts of a true, unseen reality. The evil that humans do corrodes the boundaries of reality and admits creatures from the other side. These creatures eventually enslave and consume the very people who foolishly conjure them up. Throughout the game, players are kept in the dark about the reality, only the GM knows what is really happening. For mature players *only*. $51.00

## Legends of the Five Rings

**ORIENTAL FANTASY** A semi-historical fantasy RPG set in Japan, based upon the trading card game *Legend of the Five Rings*. **By Five Rings.**

**LEGEND OF THE FIVE RINGS RPG** A 250 page hardback book that brings us the roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninja and spellcasting shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to teach you the rules, simple character generation & flexible rules. Covers the Crab Clan, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures. $51.00
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## MECHWARRIOR NOVELS

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# Middle Earth

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**THE HOBBIT ADVENTURE BOARDGAME** is a fast moving fun fantasy boardgame based on The Hobbit. For 2 - 4 players, and playable in 1 - 2 hours, taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure horde, you explore sites, battle monsters, discover treasure, artefacts, and challenge your opponents with riddles. $65.00

### MIDDLE EARTH II RPG

**MERP II RPG** 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollshaws. **Softcover** $3400
**MERP II Accessory Pack** Boxed accessory including the adventure Loons of the Long Fell with 6 developed characters, maps & floorplans; 60 standup light card figures; 16 pages of color displays including the Last Inn & a Ruined Castle; and dice. $28.50

### MIDDLE EARTH SUPPLEMENTS

**MERP II Combat Screen 2nd Ed.** Contains a standard selection of combat tables, manoeuvre rules, and charts for other such strenuous pursuits - all on an 11''x34'' cardstock screen. $15.00
**Deluxe Lord of the Rings Poster Maps** A 2' by 3' full color map on heavy, durable low gloss paper. Painted by Jo Hartwig. $24.00

### MIDDLE EARTH SOURCEBOOKS

**Angmar** Features Carn Dum, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orc tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's mannish warriors; three sinister high priests, haunted ruins, etc. $42.50
**Arnor: The Land** Includes four color maps; delve into the inner workings of the Witch King's malice as he contrives dark plagues, killing curses and unnatural blights; the Dunedain's struggle against him; the localities of Bree, Tharbad, and the Barrow-Downs, and a series of adventures following the Banners of the High King, Gil-galad. $44.95
**Arnor: The People** Companion to Arnor: The Land. Tells the tale of Arnor's founding, her long struggle against the Witch-king of Angmar, and her eventual dissolution and demise. With engaging summaries of Arnor's inhabitants, politics, warcraft and adventure opportunities, as well as a lively history. $37.50
**Creatures of Middle Earth** How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wargs of haunted Hollin, the Balrog of Moria, the cave trolls of Moria, the Hill trolls of Morder. All of Tolkien's creatures, both fell and pure, are listed here. 144 pages. $30.00
**Dol Guldur** Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcish traps, history, and daring rescue mission. $45.00
**Elves: Peoples of Merp** A series covering the peoples of Middle Earth, covering all aspects of society, etc. $30.00
**Hands of the Healer** Delves into the vast array of healing lore, natural and magical, which the Free Peoples have distilled from their relentless struggle against the Dark Lord and his foul minions. With a comprehensive herb compendium. $32.50
**Lake-Town** This book presents this famous town with all its vivid bustle, craft associations, burg's coiner, drihten who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. $42.50
**Minas Tirith** Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. Includes 2 full color maps, key locations, are covered, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. $45.00
**Mirkwood** Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silven Elves grown perilously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. $42.50
**Southern Gondor: The People** Tells of Elendil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. Reaches back to the First Age and follows through to the Fourth Age. $37.50
**Southern Gondor: The Land** Presents Gondor's coastal provinces in vivid color and detail. The route of humble country lane and famous high road; the scattering of manor, hamlet, village, and town across hill and dale; the placement of beacon, guard posts, haven & citadel, etc. $50.00
**The Kin Strife** Presents the people, politics and armies of Gondor under the repressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detain any who work to restore the rightful King to his throne. Criminals, Southron Sprie, and servants of the Dark Lord are all embroiled in the Civil War and conflict. 240 pages. $40.00
**The Northern Waste** Explores the vast, uncharted region of Forodwaith, a land of chilling tundra and unrelenting cold. These lands have become a refuge for the ice-dwelling Lossoth, who hunt the perilous shores. The mysterious Snow Elves also haunt the borders. With a 17"x22" color map and two adventures. $50.00
**Treasures of Middle Earth** A 206 page source book detailing the most potent artefacts of Tolkien's world, including Anduril, the palantir, the rings, arms, armor, apparel, gear,

jewellery, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. $34.00

**Valar & Maiar** 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. $25.50

## Millennium's End

**SCI-FI** This is a futuristic technothriller RPG set in Earth's dark future at the turn of the century.

**Millennium's End 2nd Ed RPG** It's 1999. America's inner cities are torched by riots and ruled by drugs. Wars seethe in the deserts and jungles of the third world. Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survive - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. $23.00

**Terror Counter Terror** At every moment, on every continent, in every country, terrorists are at work. In a world on the brink of collapse-a world of decaying infrastructure, overburdened police forces, bush wars, famine and impending environmental cataclysm-the price for getting a story on cable news is often measured in body counts. Covers fifteen terrorist organisations and six counter-terrorist organisations in the year 1999AD. $25.50

**The Medellin Agent** After decades of struggle against minor guerilla groups, in 1999 Columbia faces an all-out war agains the heavily armed, insanely aggressive drug lords of the Medellin Cartel. Sourcebook including Columbia's geography and history as well as forces and agendas for both sides. $24.00

**Ultramodern Firearms** The ideal weapons compendium for Millennium's End or any modern game system. Has over 200 entries covering 300 modern weapons, scopes, laser sights and night vision devices in use in the world today. Over 90% are illustrated, and all have relevant and interesting info written in plain, easy to understand English. Also has a listing of more than fifty military, police, special operations and counter terrorist organisations and the weapons they use. 23.00

## Mutant Chronicles

**SCI-FI** An extremely dark role playing game set in our not too distant future. See the figures in the Miniatures Section. **By Heartbreaker Hobbies.**

**MUTANT CHRONICLES RPG 2nd Ed** The Solar System is a roaring mayhem of death and war. The surfaces of the inner planets have been swept clean by the violent onslaught of the Dark Legion's storming hordes of Nepharites, Necromutants, Razides and Undead Legionaires. In the enormous cities of the far and distant future, heretics devoted to the destruction of humankind stalk the dark backstreets and gloomy alleys spreading their teachings of greed, jealousy and war. This 2nd Ed has an improved character generation system, combat rules and rules for using the Art and Dark Symmetry. Contains more background on the universe, and a full page spread on the massive city, Luna $50.00

**Algeroth: Apostle of War** An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nepharite intrigues, necro-bionics, bio- & necro-technology, etc. Complete rules for running Algeroth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has *Fury of the Clansmen* rules. $22.50

**Bauhaus: Power of Heritage 2nd Ed** Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. *Due Oct?* $16.50

**Capitol: Pride & Profit** The first and mightiest among the great megacorporations, whose home is on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, unique armor and equipment, more vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. $16.50

**Cybertronic Sourcebook** The Corporation that relies on Cybernetics and computers - putting itself and others at risk, as the Dark Legion has proven it can occasionally take over the "minds" of cyborgs & computers. $16.50

**Freelancers Handbook & GM Screen** With a 32 page Freelancers Handbook that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a glossy 4 panel GM screen, with all charts, weapons stats, etc. $12.50

**Ilian: Mistress of the Void Sourcebook** Delve into the dark mysteries of Ilian, the Lady of the Dark Symmetry and the Harbinger of the Dark Soul. This book is full of details about the Dark Lady herself, her malevolent minions and their foul weapons, as well as how to create a Heretic of Ilian. 30 new Dark Gifts for Heretic characters. $14.00

**Imperial** The first three Megacorps were Capitol, Bauhaus, and Capitol. But a forth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacorps at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. $16.50

**Mishima** Discover Mishima and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters and legendary Shadow Walkers. Info about Mercury of its capital Fukido, as well as a thrilling adventure. $16.50

**The Brotherhood 2nd Ed** An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also new spells, 17 new backgrounds, etc. *Due Oct?* $16.50

**The Second Seal of Repulsion** Part One in the Venusian Apocalypse adventure trilogy. What started as a simple recon mission in the Venusian jungles soon becomes a race against time as the characters are beset by terrorists. Surviving this leads to the jungles full of perils, until finally a great evil is encountered that could destroy Venus and the whole solar system. $14.50

**The Four Riders** Part Two in the Venusian Apocalypse adventure trilogy. Heimburg quakes in the wake of the Battle of the Second Seal, and mankind faces the deadliest plague mankind has ever known, a disease that could wipe out life on Venus in a matter of weeks. $14.50

**Beyond the Pale** Part Three in the Venusian Apocalypse adventure trilogy. The streets of Heimburg have now erupted into all out war with Dark Legion and Brotherhood troops fighting for every block of every neighborhood. Another great threat looms in the background, and there is only one night left before all is lost. $14.50

## Nephilim

**HORROR** One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. **Translated and published by Chaosium.**

**NEPHILIM RPG** The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232+pages. $37.50

**Chronicle of the Awakenings** Several new resources for the player and GM. 16 new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, 4 new metamorphosis, etc. $28.95

**Liber Ka** A supplement introducing an updated, alternative magic system following authentic occult principles. The book includes the Nephilim history of western sorcery, a grimoire of new spells, etc. $25.50

**Major Arcana** Rules for astral travel, divination, meditation, magical correspondences, 30 new spells, 60 scenario seeds. $37.50

**Nephilim GM Veil** A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. $27.00

**Nephilim GM's Companion** An invaluable resource full of background aids and resources for Nephilim GMs. Includes new spells, elemental creatures, campaign setting. $25.50

**Nephilim Character Dossiers** Character record sheets.$15.00

**Secret Societies** Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These invisible empires rise and fall. $28.95

**Serpent Moon** A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. *On special...* $5.00

## NeverWorld

**FANTASY** A medieval fantasy world with beasts, men, elves, and dwarves. **By ForEverWorld Books.**

**NeverWorld RPG** We, you and I, live in a sliver of time somewhere in the Third Age. History forged us from the melding of Beast and Man, Elf and Dwarf, Giant and Metamorph - and their battles against the dark Grobber race. Our surroundings tempered us in the jaws of Dragons, Demons and UnderWorld cults. Each nation has only survived through cultural isolation. Now the scent of change is on the winds, and the key to survival is knowledge. Only by learning the myth and lore of forgotten cultures will the answers be revealed. Players search for individual answers to their existence, and group together for exciting adventure. The GM tells the interactive story which you can act upon at any moment. This is a world where science never reigns. Your character is the culmination of your chosen abilities, skills, powers and resources, born from one of 35 cultures. Make cross-cultural characters, track adventures on your own customizable map, reward yourself for your actions, and face the consequences for your misdeeds! Contains a 304 pages Tome of rules, 128 Hourani Culturebook, color map, dice, GM screen. $60.00

**The Tome of NeverWorld** The same rulebook as found in the boxed set above. $40.00

**Culturebook: Hourani** The same Culturebook as found in the boxed set above. Hourani are metamorphs, born part human, part Wolfihn. Creating a comfortable niche in human society, they carry on with their own laws, religion and social life. $24.00

**Culturebook: Neuonians** Enter a world achingly familiar to our own, yet worlds apart. Seven city-states, supposedly shared by Hourani and humans, and rule by Dukes, yet no-one really knows who's in control. Start a Neuonian character or expand your current Hourani character with the many new abilities also included in this book. Includes a community generator to make villages, towns and cities; all you need to know to run Neuonian characters, etc. $29.00

**Culturebook: Rublug** The Outpost dwarves that were separated from the World's Crown. Once cursed to burn from the sun, they now believe daylight travel is possible. Only the bravest leave the mountain fortresses. With them come Dwarven armor, new military careers, Runeweapon magic emphasis, Dwarven Pantheons, and new priest careers. *Due Aug.* $29.00

**Culturebook: Wolfihn** Standing 12 feet tall, these beasts are the peacekeepers of the Nation of Yucazon and the Sentinels to the Province of Winter. They fight the undead Mulgrayne, and heal the vast forests abandoned by the elves. Includes elemental magic, the followers of Druidism, and the skill of Treemorphing. Due Oct. $29.00

**Culturebook: Driseti** The Driseti are wood elves, fortified in the Black Forest, surrounded by Wolfihn, Bearmihn, Ice Giants and Rublug. None but elves can enter. Includes the magic's of Shamanism and Faerie Enchantment; Shaman and Spirit Slayer careers, and skills such as tree hopping, wolf-bond, and natural invisibility. *Due Nov.* $29.00

**Culturebook: Felihn** Sly, devious and painfully arrogant, these agile cats are the rulers of the Ontanama plains. While they wield no magic, they are each natural assassins and warriors. All are corrupt. Cultural skills include first strike, super leaps, and nine lives. The Thelis cheetahs are swift, silent and deadly, the Kaytish lynx slyly acquire everyone else's hard earned rewards. *Due Jan'98.* $29.00

## Nightbane

**Horror** Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. **By Palladium.**

**NIGHTBANE RPG** A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nightlords. $32.00

**World Book One: Between the Shadows** Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. $27.00

**World Book Two: Nightlands** Takes the players into the strange and wondrous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artefacts, new Nightbane talents and morphus, plus campaign and adventure ideas. $27.00

**World Book 3: Through the Glass Darkly** A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cybermages, Fleshsculptors, Mirrormages, mysterious locations, three adventures, etc. What lies beyond the Mirrorwall? Could the Guardians and Lightbringers have a hidden agenda? Are they a light or dark force? $27.00

## Over the Edge

**OVER THE EDGE 2nd Ed RPG** A game which pits the player characters against all manner of decadent, evil, twisted, mind-boggling, blood-curdling, soul-rending, ego-shattering, world-turning experience. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amarja, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. 240 pages. $17.00

## Of Gods and Men

**OF GODS AND MEN RPG** A war between the gods resulted in them abandonning the world, and the elves and dwarves also departed at that time, no-one knows where they went. The survivors developed magic and technology, but strayed into the darker arts, and soon became in bondage to dark beings. But great Unicorns lead a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland colonies still sought the dark arts. Then suddenly new gods arrived - gods who walk among the world like men, unknown, except for when they use their immense powers. 328 pages and 54 Divine Power cards. $40.00

**Cults & Conspiracies** It is the dawn of the sixth century since the gods left mankind to fend for itself. Now the realm is on the brink of war and perhaps its ultimate destruction. Strive to become a part of one of many ancient and arcane organisations which struggle with each other for domination. $17.00

**Of Gods & Men GM Screen** Standard GM Screen plsu 18 new Divine Power cards and an adventure. $17.00

## Palladium

**FANTASY** Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! **By Palladium.**

**PALLADIUM FANTASY RPG 2nd Ed** Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilisation built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolfen, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. $42.50

**Book II: Old Ones 2nd Ed** The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millenniums. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224 pages with two new character classes. $34.00

**Book III: Adventure on the High Seas 2nd Ed** 224 pages featuring two dozen character sheets, new character classes such as pirate, a dozen different ports, cities, towns and forts, adventures and adventure ideas, more world information and history; sailing ships and ship to ship combat. $34.00

**Dragons & Gods** Includes 14 dragons including the Hydra, Fire Dragon, Thunder Lizard, Cockatrice, Lo-Dox, Ultucan, etc; dragon hatchlings, adults and ancients, their society, powers and weaknesses; weapons and magic items made from dragons; over 40 gods complete with minions, magical weapons and artefacts, history, legends and worshipers, over 20 demonic lords, elementals and spirits of light; rune weapons, dragon slayer swords, etc. $34.00

**Monsters & Animals 2nd Ed** Details over 120 different monsters and creatures of magic, including giants, faerie folk, entities, sea serpents, ratlings, sphinxes, etc; many of which are optional player races. The animals section has over 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc. $34.00

**The Island on the Edge of the World** An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! $27.00

**The Compendium of Weapons, Armor & Castles** A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. $34.00

**The Compendium of Contemporary Weapons** 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. $34.00

**Yin-Sloth Jungles** 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezcat shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. $27.00

## Pendragon

**FANTASY** An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! **By Chaosium.**

**PENDRAGON 4th Ed.** A dynastic game where each session

equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. **$46.00**

**The Arthurian Companion** Enter the world of Arthur, King of all Britain and master of a thousand knights. Explore the beauty and splendor of the legendary world of Camelot and the Round Table. Written in a warm and entertaining style, contains over 1,000 entries, cross-referenced and annotated. An alphabetical guide to the Arthurian legend and literature. **$25.50**

**Beyond the Wall: Pictland & the North** The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilised Britain. Beyond it lies Caledonia, a bleak and harsh land where civilisation and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. **$34.00**

**Blood & Lust** Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. **$32.50**

**The Boy King 2nd Ed** Adventure with young Arthur in his quest to claim the kingship of Britain. This 80-year campaign lets you battle enemy lords, defend the realm against savage invaders, clear the land of awesome monsters, and find glory doing so. **$35.50**

**Land of the Giants** Explore the lands of Scandinavia in the time of Beowulf and King Arthur. While Arthur sat upon the throne in Britain, Beowulf and Grendel engaged in an epic struggle. Allows you to play Scandinavian characters or visit the country. Includes an adventure featuring Beowulf, and a map. **$34.00**

**Lordly Domains** A book about nobles and their responsibilities and privileges. Its rules cover the acquisition of land and the nature of nobility, expand upon the concepts presented in the primary RPG. Covers noble holdings, fiefdoms, feasts, festivals, hunts, falconry, tournaments, war, heraldry, etc. **$34.00**

**Pagan Shores** A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. **$32.50**

**Percival & the Presence of God** This is the first paperback edition of this classic Arthurian novel, focusing on young Percival's quest for King Arthur and the Holy Grail. The core of the book is the traditional tale of Sir Percival, first told in twelfth-century France, retold here by Jim Hunter. **$18.50**

**Perilous Forest** Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. **$32.50**

## Prime Directive

**SCI-FI** For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! **By Task Force Games.**

**PRIME DIRECTIVE RPG** A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyrans, Kzintis, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. **$34.95**

**The Federation** 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psionics, new skills, new equipment, optional rules, etc; and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. **$25.95**

**Uprising** An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibian world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prellarians, a new race for Prime Directive. **$15.00**

### Prime Directive Miniatures

Task Force Games have released a small range of 25mm miniatures for Prime Directive.

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|---|---|---|
| TAS9501 | Officers (3) | $12.50 |
| TAS9503 | Heavy Assault Section II (3) | $12.50 |
| TAS9504 | Security Section (3) | $12.50 |
| TAS9505 | Security Section II (3) | $12.50 |
| TAS9506 | Light Assault I (3) | $12.50 |
| TAS9507 | Light Assault II (3) | $12.50 |

## Providence

**PROVIDENCE MAIN RULE BOOK** Providence is many things. It is a game of super-powers and magic. It is a world of high-fantasy and adventure, a battle between good and evil, right and wrong. Amidst the chaos and destruction stands a beacon of light. *You* are that light. Will you join the fight? This beautifully illustrated 264 page rulebook provides all the information necessary to begin a campaign. Included in this book is the character creation system allowing you to play a wide variety of characters. A complete description of skills, powers, and spells is provided. In addition, readers will be introduced to the Creative System, the set of basic, advanced and optional rules needed to fully explore the game. This is a place of high fantasy where the Arthurian legacy of grand chivalry is mixed, like a potent elixir, with the steel of super-heroes, including angels and demons. **$51.00**

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## Rifts

**SCIENCE-FANTASY** Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. **By Palladium.**

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**RIFTS Sourcebook** Campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, & adventure. 120 pp. **$20.00**

**RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E.** Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids. **$20.00**

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**Rifts Sourcebook 4 - Coalition Navy** Takes an indepth look at the Coalition Navy, the largest naval force in the Americas, located in Lone Star/Texas and which can be found up and down the Mississippi River, the Great Lakes and the Gulf of Mexico. Includes pirates and privateers, warships, subs, power armor, equipment, key bases, commanders, notable sea monsters, etc. 128 pages. **$22.00**

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**RIFTS Conversion Book** Enables characters or creatures created in any of the other Palladium RPGs (ie: Robotech, Heroes Unlimited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. **$35.50**

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**World Book 18: The Magic of Russia** Picks up where Book 17 left off, as we focus on the mystical, monstrous and demonic aspects of the country and its human and inhuman people. Includes D-Bees, ancient gods, monsters, gypsies. *Due Sept.* **$29.00**

## Robotech

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**RDF Manual** Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. **$15.00**

**REF Field Guide** Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters & Zentraedi. **$28.95**

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**The Invid Invasion** 112 page sourcebook on Invid & human equipment, with new combat rules. **$21.50**

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**Zentraedi Break-Out** An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. **$17.95**

**MACROSS II RPG** This RPG is the sequel to the Macross Movie, made by the Japanese. It is therefore indirectly related to and a sequel to the first part of the three-part Robotech series, that being an Americanisation of the Japanese Macross series. In this sequel, it is eighty years later and the creators of the Zentraedi, the Marduk, are back - invading Earth. Features Marduk mecha and war machines, transformable Valkyrie fighters, heaps of artwork, an epic adventure, characters, etc. **$18.95**

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**Macross II Spaceships & Deck Plans Vol Three** Floor plans for the Macross Interdimensional Space Fortress, the Moon Base and Armed Platform, UN Spacy Headquarters, Culture Park, a short adventure, heaps of artwork, and a size chart and combat data. **$20.00**

## Rolemaster

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**First Run** Designed for new players and new GMs. Two separate adventures get you started, explaining in detail each step of playing Shadowrun. *Due October.* $22.00

**Germany Sourcebook** Details society, politics and economics of Berlin, Frankfort, Rhine-Rhur Megaplex, etc. Written by real Germans, & includes German equipment, local corps, etc. $30.00

**Grimoire 2nd Ed.** A 140 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups and toxic shamens. Includes game improvements. $25.50

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**3. Beyond the Pale** In the mission given him by Dunkelzahn, Ryan Mercury promises to deliver the magical Dragon Heart safely to the metaplanes, where Thayla and her song are all that defend the earth against he onslaught of the enemy. But when Thayla is swallowed by the Chasm, the ultimate evil threatens the world. $10.00

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**STAR TREK The Next Generation RPG** Last Unicorn Games has been licensed to product the official roleplaying game for Star Trek the Next Generation. More details later. *Sept.* $55.00

**Star Trek Narrator's Toolkit** More details later. *Sept.* $27.00

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**Galaxy Guide 1 - A New Hope 2nd Ed** A definitive collection of backgrounds, statistics, and information on the heroes and villains from Star Wars, as well as a new adventure seton Tatooine. $25.50

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**Galaxy Guide 3 - The Empire Strikes Back 2nd Ed** Details the alien, Imperial and Rebel personalities that appeared in the second Star Wars film. Includes data on Hoth, Dagobah & Bespin. 80 pages. $25.50

**Galaxy Guide 4: Aliens** 2nd edition aliens book has been expanded and updated for the 2nd Ed Star Wars. $27.00

**Galaxy Guide 5 - Return of the Jedi 2nd Ed.** Here you can find backgrounds, personality sketches, and anecdotes of the villains and heroes, humans and aliens, and monsters and droids appearing in Return of the Jedi. Also contains a new adventure set on Endor. $25.50

**Galaxy Guide 6 - Tramp Freighters 2nd Ed** Updated for the 2nd Edition RPG, this features the ships of smugglers & pirates, etc. $25.50

**Galaxy Guide 7 Mos Eisly** A complete overview of this city, with detailed location descriptions, illustrations, maps, a history of Tatooine, and information on heaps of famous & infamous smugglers. $25.50

**Galaxy Guide 8 Scouts** Join the New Republic Scout Service, & travel the length of the galaxy exploring new worlds. Includes system generation, new races, specs on new scout vessels, etc.$25.50

**Galaxy Guide 9 Fragments from the Rim** 94 page supplement being a compendium of trivia, news, rumors, and information from the Outer Rim territories. With new characters, new ships, aliens, and locations. Also swoop gangs, merc units, corporations, etc. $25.50

**Galaxy Guide 10 Bounty Hunters** 128 pages packed with info on the various bounty hunters, where they go, & how to play one, including a scenario for fledgling Bounty Hunters. $30.00

**Galaxy Guide 11 Criminal Organisations** Slaving, spice mining, smuggling, gun-running - there is always someone who will supply the goods, no matter what. From huge crime bosses to low-life thugs and slavers, criminals have a large influence on the Star Wars galaxy. $27.00

**Galaxy Guide 12 Aliens: Enemies & Allies** Snaggletooth, Ephant Mon, Weequay, Nikto. Though only glimpsed in the Star Wars movies, their unique appearance makes them some of the most memorable characters. Over 30 alien species are detailed. $25.50

## The Everlasting

**THE EVERLASTING Foundation Book I Book of the Unliving** Written by Steven Brown, who has written many White Wolf products, such as *Dirty Secrets of the Black Hand*. This book is a complete roleplaying game, set in a world which is a daydream shadow of our own reality. Join modern-day angels, dragons, elves, vampires, mythic gods, nightmare lords, immortal grail knights, werewolves, etc. This first book introduces you to the darker side of the Secret World, where you take on the role of Dead Souls, Deathmech Cyborgs, Ghuls, Grim Reapers, Reanimates, Revenants, Vampires, the Catacombs, Underworld, etc. New concepts are introduced, such as communal protagonists, customizable rules, gamemasterless options, dream control methods, and can be played with playing cards, dice, or even freeform. $48.00

## Marc Miller's Traveller

Unfortunately, Imperium Games are no longer producing any Traveller products. Another company *may* take the line over.

**Marc Miller's TRAVELLER RPG** With the demise of GDW, Marc Miller, the creator of Traveller, is back in charge of the game. Traveller has been completely rewritten and revised with its 190 page book, which is lavishly illustrated with B&W and full color pictures. The game returns to the simpler structure of Classic Traveller while allowing for multiple levels of complexity. The time period covers from 4700 BC to 5367 AD. This book is the basic rules set and background for players and GMs. It unravels the secrets of man's conquest of the stars, helps you create heroic characters, lets you fight for survival in deep space and on hostile planets; you can create and design new starships; full rules on psionics; alien races are covered as well as animal encounter tables, etc. $42.50

**Alien Archives** This volume presents twelve minor races for use in any Traveller campaign. Each is suitable for non-player and player character status. There are character generation rules, and rules for encountering these races within the Imperium as well as within their native world. In their worlds, these minor races can be very strong. $39.00

**Anomalies** Take an adventurous odyssey among the star systems of the growing Imperium. Wander the systems of Core sector, discover the secrets of a strange, psionic child; enter and explore a research station, and confront the many mysteries of worlds of humans beneath other suns. Can be played as 9 stand alone adventures or one massive interlinked campaign. Great reading! $39.00

**Central Supply Catalog** Collating virtually every item ever published for Traveller, tossing out some, adding new stuff and formatting it all for the new Traveller, makes this an invaluable book. With a full selection of all the "good stuff", with background and new rules to use them with, plus a bug-free set of design rules for you to create your own small vehicles. $39.00

**Emperor's Arsenal** A great book detailing the weapons of Tech Level 0 to Tech Level 16+, from spears and slingshots to crossbows and shields, from musket weapons and cannons to machine guns and mortars, from guided missiles to Hazers, from waterknives to plasma cannons, etc, as well as new weapon rules. $39.00

**Emperor's Vehicles** Dozens of typical vehicles for land, air, and ocean adventuring. Every vehicle is fully illustrated and described for easy integration into your campaign. $39.00

**Fire, Fusion and Steel** Completely updated and integrated into T4 ed of Traveller, this is comprehensive vehicle design. Everything from ground cars to grav tanks, system patrol boats to atmospheric cruisers, the rules let you design each vehicle down to the last detail to suit your adventures or your campaign. $39.00

**First Survey** This vital companion to Milieu 0 is an atlas of the 50 or so sectors that were the Vilani Empire and its surrounding territories. The star systems of the Sylean Federation are well defined. Further out, systems are less charted. $39.00

**Gateway! Adventure Two** Far from their starting point the explorers come across a gateway, a means to get back. But sensors indicate the device is buried under a huge city which is presently gripped in the clutches of an alien war. $22.00

**Imperial Squadrons** Fleets of starships vie for dominance among the pocket empires and the growing Sylean Empire. Now you can play on the flagships of enormous space fleets, drawing resources and conquering worlds. $39.00

**Long Way Home: Adventure One** The mission: a covert reconnaissance deep into uncharted territory beyond the borders of the new Sylean empire. But that mission is quickly disrupted as the adventurers jump out of system in their extended duration survey class Scout ship. With five interlinked scenarios and heaps of maps etc. $22.00

**Milieu 0: The Third Imperium** The first Milieu reference book chronicles the emergence of the Third Imperium from the Long Night. Covers the early years of the Third Imperium, its initial steps to re-explore the galaxy, of its economies and strategies for doing so and its politics for administrating the fledgling empire, of the Emperor who has brought it al to pass, of its closest allies and worst enemies.. With many adventure hooks for players and GMs. $39.00

**Milieu 0 Campaign** Traveller's campaign world is revealed. The barbaric long night has passed. Starships once again ply the space lanes, and civilisations are reawakened to the vast interstellar community of worlds. This book opens the way for GMs to begin and maintain an epic game where players ride the waves of history. Hardback book. $51.00

**Missions of State** Companion to the *Nobles* sourcebook, these are nine selected adventures which pit noble characters against formidable odds, negotiating treaties, delving into intelligence gathering and espionage, and delivering diplomatic pouches. $39.00

**Naval Architects Manual** A book full of deck plans for Traveller campaigns. Ideal for any adventure situation, there are hundreds of deck plans to represent starships, bases, orbital stations, starports. $39.00

**Pocket Empires** The new Imperium is growing, reaching out to neighboring worlds after the Long Night, expanding in power and influence. Some of the worlds they contact are already part of smaller empires, Pocket Empires, also rising from centuries of barbarism. Now you can manage and own Traveller worlds. $39.00

**Psionic Institutes** The beginning days of the new Sylean empire are a time of open acceptance of psionic powers and those who have them. Institutes range in size and reputation from established universities with influence at the highest levels to fly by night charlatans and fake salesmen that keep one step ahead of the authorities. $39.00

**Starships** A valuable reference book with 108 pages, detailing the starships of the Traveller universe, including ship names, statistics, anecdotal info, black & white illustrations for each ship, deck plans, and more of those stunning full color paintings. Also features the Standard Ship Design System. $34.00

**Traveller GM Screen** A four panel GM screen plus the Memory Alpha adventure, written by Marc Miller. The characters agree to a high-paying mission with a catch - they must undergo a memory wipe upon the conclusion of the mission, and then the real mission begins as they try to learn what exactly did they do during that mission? $22.00

## Tribe 8

**TRIBE 8 RPG** The world as we know it was suddenly destroyed. The Z'bri, an evil alien menace beyond comprehension invaded the world from another dimension. But the portal was closed, stopping any more from arriving, while those who remained went berserk, enslaving, torturing, murdering almost all of humanity. But the Goddess saw man's plight and sent eight Fatimas to create eight tribes, who then took the struggle to the Z'bri. Joshua, the eighth Fatima, lead his tribe into the stronghold of Z'bri overlord, and slew him, but he himself was slain, and the tribe was all but obliterated. But this eighth tribe, Tribe 8, is slowly being resurrected, as misfits, outcasts and homeless humans come together to refill its ranks. But the Z'bri still remain, and most of humanity is still enslaved. The seven remaining Fatimas bicker among themselves, but gift the tribes with weapons with which to fight the Z'bri. Set in this tribal future, player characters are blessed with mystical insight and marked by destiny. They must struggle to build a new society from the ashes of the old. 108 pages of history & background, 100 pages of game rules and information, etc. $55.00

## Trinity

SCI-FI White Wolf's latest complete roleplaying system, this one set 150 years into our future.

**TRINITY RPG Hardback Edition** Was called ÆON. Acentury and a half in the future, humanity ventures into space and encounters strange alien races and diverse new worlds, as well as establishing orbital colonies and terraforming Mars. Even as humanity struggles to find its place in this new age, Earth is assaulted by a menace from its past - twisted, once human creatures called Aberrants, monstrosities that seek to destroy our people and planet. The world's greatest defenders against this menace are psions - men and women who possess formidable psychic powers and who wield unusual biotechnological devices. With guidance from the enigmatic Æon Trinity, psions hope to protect humanity from its own twisted reflection so that Earth's people can take their rightful place among the stars. Investigate the unearthly Qin, beings at once supremely human and disturbingly alien. 318 pages, 152 in full color, which prevent a very detailed overview of life in the 22nd century. Hardback cover. $51.00

**Darkness Revealed: Descent into Darkness** The indigent are disappearing from Lunar slums. The few found are dead and missing vital organs. Members of two psi orders may not only know about it, they may be behind it! $27.00

**Darkness Revealed: Passage Through Shadow** Three major scenarios, including setting material, gadgets and character dynamics. Color & B&W. *Due August.* $29.00

**Hidden Agendas** The Trinity storytellers screen and a booklet containing expanded information on the 22nd century universe. Also has an introductory story that kicks off the ongoing *Darkness Revealed* adventure series. $27.00

**Luna Rising** The moon is home to the psi order known as ISRA, a loose brotherhood of psions with the ability to case their senses across vast interstellar distances. This sourcebook gives expanded rules, new psionic powers, info on Luna society, etc. $32.50

**Trinity Dice** Set of ten 10sided dice, red on black. $13.00

**Trinity Field Report: Extrasolar Colonies** Five years ago, Earth's extrasolar colonies were stranded in the depths of the void. The disappearance of the teleporting Upeo wa Macho left our children orphaned in deep space. Now, years later, new jump ships are complete, so we can learn the fate of those colonies. $9.50

**Trinity Technology Manual** Spaceships take us to distant stars. Computer agents roam the electronic OpNet. Bioapps commune with psions' minds to become living weapons. New spaceships, weapons, bioapps, battle suits, computers, drugs, gadgets,etc. $29.00

## Usagi Yojimbo

**USAGI YOJIMBO RPG** You're read the adventures about this samurai rabbit called Yojimbo, now you can play them! The world is 17th Century Japan, but all of the characters are animals. Each story mixes seriousness with silliness. All of your favorite characters are here, including Gennosuke, Zato-Ino, Tomoe Ame, Kitsune and Miyamoto Usagi! Uses the Fuzion game system found in *Bubblegum Crisis*. This is a complete game that is easy to learn and play. Also lists every Usagi story ever published, a complete character index with every character named in the comic, and a map of Usagi's Japan. $30.00

## Vampire: The Masquerade

**HORROR** A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. **By White Wolf.**

**Vampire: The Masquerade 2nd Ed. Hardback** Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. "Its atmosphere is stark, exotic & brooding, but with an underlying sonorous sensuality. Vampire is a neo-gothic vision of romance laid atop today's hyper-kenetic MTV world." That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. $42.50

**Vampire: The Masquerade on CD-ROM** Along the lines of the AD&D CD-ROM, this CD-ROM includes the primary RPG, the Players Guide, the Storytellers Handbook, the Players Guide to the Sabbat, Storytellers Guide to the Sabbat, a city generator that creates city histories, locations, encounters, indoor and outdoor 3D maps, a character generator that contains all of the abilities and powers from the core books, a document generator for creating realistic game props, a screen-saver, and a find feature & hypertext links. *IBM Requires: Pentium 100+, Win'95, 16mbRAM, SVGA.* $65.00

**A World of Darkness 2nd Ed** Venture into those forbidden regions where even vampires fear to tread. Glide through the elegant salons of Europe's elders and trek through the depths of the Dark Continent. Includes Australia, Japan, & the USA. $30.00

**Book of Nod** Pocket sized book that contains the records of the birth of the undead, with invaluable insight into vampire origins. $18.50

**Chicago Chronicles Vol 1** A compilation of two classic Vampire sourcebooks. Chicago By Night 1st Ed and the Succubus Club. Together these two books present the beginning of an epic story of intrigue, warfare and survival among vampires of Chicago. $37.50

**Chicago Chronicles Vol 2** Two classic vampire sourcebooks, Chicago by Night 2nd Ed and Under A Blood Red Moon. Also features the next chapter in the epic fall of Chicago. No vampire is safe, not from werewolves or each other. $34.00

**Chicago Chronicles Vol 3** A compilation of Milwaukee by Night, Ashes to Ashes, and Blood Bond. These are the final chapter that concludes the War for Chicago. A tale of betrayal, hatred and revenge. $34.00

**Cities of Darkness** City life crushes our spirit. Traffic. Crime. Corruption. Inhumanity. Rumors and legends abound as we strive to cope with each horror and save what's left of our identities, before we become the monsters that stalk the urban sprawl. But for some its too late. Combines *D.C. By Night* and *New Orleans by Night*. What goes on in the nation's capital and America's party town after night, when the undead come out? It's all one big celebration. $34.00

**Cities of Darkness # 2** Includes *Berlin by Night* and *Los Angeles by Night*, two cities united in their fight for freedom, Berlin from under mortal domination, and LA, from under vampire rule. $34.00

**Cities of Darkness # 3** An account of Kindred control, corruption and conspiracies across America. This book combines the previously out of print *Dark Colony* and *Alien Hunger*. $25.50

**Clan Book: Assamite** Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, Assamites are among the most reclusive clans. Once hunted, these vampire assassins are now sought by the Kindred to dispose of their enemies. $18.00

**Clan Book: Brujah** History, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. $18.00

**Clan Book: Gangrel** How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. $18.00

**Clanbook: Giovanni** The last Clanbook is the Giovanni, who are final in so many ways. Steeped in blood and treachery, this sinister clan of necromancers worms its way through the jyhad while feigning non-involvement. With its connections to the Mafia. Discover the bloody legacy of these insular undead, and their even deadlier future. $22.00

**Clan Book: Lasombra** From their webs of shadows the Lasombra guide the destiny of the dread sabbat. Unseen even by mirrors, these lords of darkness glide through the night they rule, orchestrating the rise and fall of kine and kindred. $18.00

**Clan Book: Malkavian** An extremely warped Clan, whose members are all insane (as is this book. The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. $18.00

**Clan Book: Nosferatu** Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. $18.00

**Clan Book: Ravnos** Gypsies, vagabonds, and charlatans, the cunning vampires of Clan Ravnos roam the night as they indulge in the most dangerous of games - lying to the liars, tricking the tricksters, receiving curses. $18.00

**Clan Book: Setites** Called corrupt by even the most crooked Ventrue, the Setites are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. $22.00

**Clan Book: Toreador** A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. $18.00

**Clan Book: Tremere** 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. $18.00

**Clan Book: Tzimisce** Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, the Tzimisce hope to attain something more. *This book is strictly Adults Only. You cannot order it unless over 18 years.* $21.00

**Clan Book: Ventrue** The vampires of Clan Ventrue understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Ventrue know they are they only hope. $18.00

**Demon Hunter X** For World of Darkness. Describes those rare mortals of the Far East who pit themselves against the Middle Kingdom's monstrous denizens. From the millennia-old tradition of the Shih to the top-secret, high-tech Strike Force Zero. $27.00

**Diablerie** A combination of the two out of print titles *Awakening* and *Bloody Hearts*. Finally, characters have the chance to taste the blood of the Methuselahs, and gain immeasurable power! But at what price? There are worse things than Final Death. $22.00

**Dirty Secrets of the Black Hand** Synonymous with terror and

destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that sect give to know the role the Black Hand has played in their own history. $29.95

**Ghouls: Fatal Addiction** By day they walk among mortals as invincibles; by night they crawl among Kindred as fodder and slaves. They are ghouls, suspended between the lure of eternity and gates of damnation. $27.00

**Kindred of the East** A hardback sourcebook with 222 pages. For centuries the exotic realm of Asia has defied the Kindred's incursions. Those few Children of Caine dwelling in Asia whisper of the montrous Cathayans, the shadowy vampires native to the East. For too long the Cathayans have lain sleeping like dragons, allowing the kindred a facade of omnipotence. But now the new age is at hand. This sourcebook details these eastern deadly vampires, new character creation rules, new powers, the Eastern spirit world, and cultural information. $45.00

**Laws of the Night** For Mind's Eye Theatre. Clans, bloodlines, disciplines, character creation, derangements, influences, merits, flaws, paths, archetypes, abilities, FAQs: everything you need to be a vampire. $20.00

**Liber des Goules The Book of Ghouls** *For Mind's Eye Theatre*. Better than humans, better than vampires. Take the best of both worlds. If you're a ghoul, you get all the perks of being a vampire. - incredible powers, a look at what's really going on and best of all, immortality - without giving up going to the beach to get a tan. $20.00

**Montreal By Night** For 18 years and over only. Welcome to Montreal, unhallowed shrine of our most glorious Sabbat. We're so glad you came. Walk our catacombs in search of blasphemous knowledge. Enjoy all manner of titillating diversions with our deliciously putrescent "Toy." And forget that language barrier nonsense; we'd be delighted to hear you scream for mercy in English or French. $25.50

**Mummy 2nd Ed** From the ancient sands of Egypt they return again and again, fighting an eons-old war. Discover the blessing and curse of Rebirth and aid the undying mummies in their eternal struggle against the children of Caine. $29.95

**New Orleans By Night** Sourcebook of the history and intrigues of the city, the Mighty Kindred who make their way there, & a story. Normally $30.00, but here...$7.00

**Player's Guide 2nd Ed** Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2206) $39.95

**Player's Guide to the Sabbat** History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. (Stock code # 2055) $25.50

**Storyteller's Handbook 2nd Ed** Includes chapters on perfecting the Storytelling art, how to handle settings, Chronicles set in the past & future, new Bloodlines, foes & additional rules for magic, flight, etc. (Code # 2222) $32.50

**Storytellers Handbook to the Sabbat** Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225) $25.50

**Storyteller's Screen** + 16 page story-adventure. $18.95

**The Inquisition** While young vampires may scoff at the mortals who hunt them down, their elders remember a time when robed monks rode from haven to haven, using the twin weapons of fire and faith to destroy the undead. But the Inquisition did not die in those dark ages, its soldiers still roam the Earth, and the damned fear them more than any others. $22.00

**The Kindreds Most Wanted** Thirteen of the most feared creatures in the World of Darkness, the history of the Red List, the Anathema, and those who hunt them, and a beginning story. $25.50

**The Giovanni Chronicles II: Blood & Fire** Continues the story two centuries later, in Rome. The Giovanni clan, its members foul necromancers all, seek nothing less than apotheosis. Only the characters have a chance to thwart their schemes and horrible plans. $29.95

**The Giovanni Chronicles III: The Sun Has Set** It is the 19th Century, and Britannia raises her flag across the world. The murder of Cappadocius is rapidly becoming ancient history. But in the shadows, the Giovanni still plot and scheme to achieve apotheosis. Can your characters, now mighty elders, stop the necromancers? $27.00

**The Masquerade 2nd Ed** Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. $29.95

**The Masquerade Book of Props** This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as its never been before. $25.50

**The Masquerade: The Elder's Revenge** "The Prince: America in Three Acts." One of the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work. $18.50

**The World of Darkness: Gypsies** The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernaturals. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. $27.00

**The World of Darkness: Hong Kong** Hong Kong, exotic, vibrant, and deadly. The mortal power structure isn't the only thing changed about this city. Under the cover of Chinese occupation, a myriad of supernatural powers via for dominance. Never before seen mix of all character types from vampires to wraiths. $32.50

**War of Ages** Includes the *Anarch Cookbook* and *Elysium*, where vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. $29.50

### VAMPIRE NOVELS

**3. On A Darkling Plane** When an unknown enemy assails his people, Sinclair rouses himself to command the defence, only to discover that he and his clan are pawns in a contest that has been waged since the dawn of civilisation. And an unseen puppet master is willing to sacrifice every piece on the board in order to checkmate her opponent. Who is she? $10.00

**4. As One Dead** In the shadows of Toronto, anarch vampires live in a narrow zone of safety against the oppression of their Sabbat enemies. To them comes a saviour - a powerful ancient vampire urging them to rebel against the Sabbat's yoke - but can she be trusted? $10.00

**5. A Dozen Black Roses** Deadtown is both a battleground and buffet table between two gluttonous vampires. But into this carnage walks Sonja Blue, a vampire hunter with a deadly secret, intent on destroying these fiends and cleansing the city. Hardcover novel.$30.00

**6. The Essential World of Darkness** Contains five novels, including Vampire Diary, The Embrace; Shamon Moon, Lightning Under Glass, Except You go Through Shadow, etc. $25.00

**7. Dark Destiny** A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. $31.95

**8. Dark Destiny III: Children of Dracula** A hardback novel with a collection of short stories ranging from Dracula, his offspring to the power of the Camarilla and the Sabbat, and the fear brought on by the Antediluvians. $13.00

### The Masquerade of the Red Death Trilogy

**1. Blood War** For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the kindred tremble. $10.00

**2. Unholy Allies** Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity. $10.00

**3. The Unbeholden** Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organisations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. $11.00

### Trilogy of the Blood Curse

**1. The Devil's Advocate** Savage madness seizes vampires worldwide. Relentless hunger gnaws, no matter how many drained, withered mortals litter the street... $11.00

**2. The Winnowing** As countless vampires perish in torment, the survivors jockey ruthlessly for any advantage. Disturbing visions haunt Owain night and day. Is he touched by the Curse, or something far more sinister. $11.00

## Vampire: The Dark Ages

**HORROR** White Wolf have now released a new RPG - this time focusing on Vampires in the Middle Ages - a time steeping in tradition and fear.

**VAMPIRE: THE DARK AGES RPG** A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience & casual brutality. Life is cheap and for the taking, and few gainsay the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Cainites. There are few places to hide from the sun & the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarisms of the Schwarzwald, it is an age of darkness lit by the flickering of torches. $49.95

**Book of Storytellers Secrets** Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire princes - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assamite killers in the Holy Land. $27.00

**Clanbook: Baali** There are greater powers in the world than mere vampires. These powers have secret names, names of power. The Baali know those names. These powers have hidden themselves in shadow and blood, lest they be awakened too soon. The Baali know where they sleep. Also the terrible cost of Daimoninon powers. Adults only. $21.50

**Clanbook: Cappadocian** At long last, the secrets of the Cappadocians are revealed. Ultimately, they were wiped out by the Giovanni and are virtually unknown to the modern world. What's the truth of the Clan of Death, known only to the inhabitants of the Dark Medieval world? $20.00

**Clash of Wills** The Earl of Galtre lies on his deathbed and his lands hang in the balance. Fearing for his soul, he wills his land to the Church in exchange for absolution - or does he? Suddenly his son produces a will that makes his sole heir, and soon the player characters are involved in a dark journey of mystery. $13.50

**Constantinople By Night** Come to domed Constantinople, would-be heaven on Earth and wonder of the Dark Medieval world. Walk its torch lit streets and lavish bazaars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion. $25.50

**Libellius Sanguinis** Masters of the State. Includes vital information on the three clans of nobility, the Lasombra, Tzimisce and Venture; expanded discipline powers, new abilities and details on clan activities in medieval Europe, hints of secrets. $25.50

**Liege, Lord and Lackey** Who would serve Cainites, the dread lords of the Long Night? The guide to introducing the members of a vampire's retinue into a chronicle. Info on mortals and ghouls, whom vampires need to survive in the Dark Medieval world, and rules for non-Cainite characters - you can play *Vampire* without being a vampire! $25.50

**The Long Night** The Mind's Eye Theatre rules for Vampire: The Dark Ages. Includes everything needed to play in a chronicle set in the Dark Medieval world. $20.00

**Three Pillars** Lords and ladies, abbots and nuns, serfs and guildsmen - the foundation of Dark Medieval society rests upon feudal obligation. How do Cainites reconcile this temporal hierachy with their own society of the Long Night? $30.00

**Transylvania By Night** A sourcebook depicting the classic vampire country of Eastern Europe as it was during the Middle Ages. The denizens have known the tread of the Hun, the Roman, the Magyar, yet they stand defiant. A dangerous place. $30.00

**Transylvania Chronicles I: Dark Tides Rising** To whom should a coterie lend its support: the monstrous Tzimisce, the murderous Tremere or the expansionist Ventrue? Or should the Cainites stake their own claim in Transylvania? $25.50

**Transylvania Chronicles 2: Son of the Dragon** The players' characters are now centuries old, scarred veterans of the great Jyhad, with their own estates and connections in the fledgling Camarilla, Sabbat, or both. Yet not even their great power may be enough to stand against the Impaler, Dracula. *Due August.* $27.00

**Vampire: the Dark Ages Companion** Welcome to the Long Night. Come and learn the secrets of an ancient race that comes alive after the last rays of the sun have fled the sky and that hides in the darkness or at the foot of the children's beds. Run with the Children of Caine through the moonless nights of Dark Medieval Europe. This compendium provides a plethora of new material for players and storytellers. New bloodlines so bizarre they failed to survive the inquisition's fires, details on Moors, Mongols, and pagans, etc.$34.00

**Vampire: Dark Ages Dice** Ten D10 dice with bag. $14.00

**Vampire: Dark Ages Storytellers Screen** Four panel screen plus book of character record sheets. $18.95

### VAMPIRE: DARK AGES NOVELS

**1. Dark Tyrants** Walk through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. $21.00

### The Grails Covenant Trilogy

**1. To Sift Through Bitter Ashes** Obsessed with acquiring the Holy Grail for the Lasombra clan, the vampire Montrovant sets out on a quest that pits him against the Knights Templar & the lair of an ancient Egyptian evil. $10.00

**2. To Speak in Lifeless Tongues** Montrovant hears that the Knights Templar are about to fall, so he sets off to the rescue, and on the way becomes embroiled with Santos, Kli Kodesh, an ancient Nosferatu, etc. $10.00

**3. To Dreams of Dreamers Lost** More details later. Due July. $10.00

## Warhammer Fantasy

**FANTASY** Traditional fantasy setting - in fact, Games Workshop's Warhammer Fantasy world. **Printed under license by Hogshead Publishing.**

**WARHAMMER FANTASY ROLE PLAY** This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilised and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. $54.00

**Apocrypha Now** Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wardancer, how to convert characters between WFR and WFBattles, 128 pages. $29.95

**Dying of the Light** All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. $27.00

**Doomstones Vol I: Fire & Blood** A chance discovery in the mountains puts the adventures on the trail of the legendary Orcish war-force, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artefact, the Crystals of Power. Mystery & adventure! $35.00

**Doomstones Vol II: Wars & Death** Reprints *Death Rock* and *Dwarf Wars*, and contains new material. Can be played as a sequel to *Fire & Blood*, or as a stand alone adventure. The player characters must follow a line of clues to track down four crystals with a terrible, dark secret, that have been cleverly hidden in a dwarven mountain. Mixes investigation, exploration and combat. $37.00

**GM's Screen & Reference Pack** Four panel GM Screen and two 16 page booklets, one being a revised critical hits system, which will not be reprinted anywhere else; the other is a full index for the rulebook, a calendar for the game world, etc. $27.00

**Middenheim City of Chaos** Details later. *Due?* $31.00

### The Enemy Within Campaign

**Shadows Over Bogenhafen** The enemies within the Empire. This book is a compilation of two old titles, The Enemy Withing and Shadows Over Bogenhafen. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, religions, etc. $27.00

**Death on the Reik** Can be played as a stand alone adventure or as part of the Enemy Within Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventurers will be pitted against mutants, Skaven and desperate cultists, and eventually Chaos. $27.00

**Power Behind the Throne** Expanded and with a brand new adventure. Refugees fleeing town, ridiculous taxes, priests of Ulric & Sigmar fighting in the streets, rumors of beasts in the sewers. Something is very wrong in the city of Middenheim! With maps, handouts, 22 major NPCs. Can you outwit the forces of Chaos? $30.00

## Wasteworld

**SCI-FI** Set in Earth's dark post-holocaust future. **By Manticore.**

**WASTEWORLD RPG** With B&W and color artwork in the league of *Heartbreaker*. In the dark future of a dying earth five warrior civilisations prepare for the final conflict. In each mighty megacity, technology is an idealogy that shapes the destiny of billions. The enigmatic Machine Gods of Prometheus grant their followers the gift of bionics. The ever-reincarnating samurai defend their Shogun with swords of light. The Lords of Hyrda sculpt their followers into super human soldiers, using the terrifying power of biotechnology. The decadent nobles of Ikarus descend from their flying city in razor-winged battlesuits to prey on the lands below. The exiled aliens of Janus defend the world's last starport. A very, very dangerous world awaits you. 288 pages. $42.50

**Forceshield** Your typical card GM screen plus a campaign pack which includes complete details of the nasty little town of Toxic Springs, a series of adventures, detailed encounter tables, optional combat rules, advanced psionic rules. $20.00

**Hydra** The genclans reshape entire nations using the sinister secrets of biotechnology. They grant their followers superhuman powers. Complete details of 12 genclans, complete section on biotechnology. The deadly Swarm and its warrior castes. $34.00

**The Shogunate** The mightiest of the megacities. It is also on the verge of anarchy. Six brutal overlords prepare to lead their clans into civil war. The prize is the title of Shogun. Thousands of immortal samurai and deadly ninja prepare to battle using super weapons of great power. Includes a complete martial arts system, details Psycher temples, etc. $25.50

## Werewolf

**HORROR** Second in White Wolf's gothic-punk series. Here the players are werewolves. lupine outcasts who fight to defend their wilderness territory from the forces of the wyrm. **By White Wolf.**

**WEREWOLF 2nd Edition** Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictogramic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. $50.00

**Axis Mundi: Book of Spirits** Axis Mundi, the World Tree. The spiritual centre of the world. The Garou know it well, for they must place themselves at the Tree, the centre of creation, to work their rituals. And in the branches and among the roots, the spirits await, to assist or punish. $30.00

**Bastet** A Changing Breed book. Now the secrets of the elusive werecats are revealed. This players guide presents expanded rules for running the Bastet as player characters. it also tells their history as they remember it. The Bastet aren't simply man-sized kittens with an attitude problem. They're supernatural creatures with a passion for riddles, a nose for trouble, and a hunger for life. $30.00

**Book of the Wyrm** Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, fomori, Incarna, etc. $25.50

**Chronicle of the Black Labyrinth** A compilation of Wyrm lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wyrm

secrets are revealed here. $19.00

**Combat** When diplomacy fails...not all conflicts are resolved with politics and manipulation. Survival is a tricky business, and the average denizen of the World of Darkness needs to know a thing or two about fighting. Details on dozens of martial art styles, melee weapons, supernatural powers, firearms, etc. Can be used with an World of Darkness RPG, not just Werewolf. $27.00

**Corax Tribebook** If you want the dirt, they have it. If you want to know a nasty little secret about your enemy, ask the Corax. This Changing Breed book details the society of wereravens. $25.50

**Freak Legion** Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases. $25.50

**Hengeyokai: Shapeshifters of the East** Describes the unique cultures and secret magics of the shapeshifters of the East. Includes character generation for the shapeshifters from Goblin Spiders to Kitsune were-foxes. *Due July.* $33.95

**Kinfolk: Unsung Heroes** Now players can explore what it is to be Kinfolk, the long-suffering mortal relatives of the Garou. Explore the drama of being a human fighting a werewolf's fight. Also has guidelines for creating kinfolk vampires, wraiths, mages, etc. $25.50

**Laws of the Wild** Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. This is second edition live roleplay Werewolf. Leave your pencils and dice behind because its time to get Wild with the last, best hope this planet has: the Garou. 248 pages. $27.00

**Litany of the Tribes Vol 1** A compilation of three Tribe books: Black Furies (their history & culture, 5 ready to play characters), Bone Gnawers (A bunch of down and outers, this tribe lives on the street in downtown, kicked around, abused, rejected, outlaws. But they stand up for the hobbos and desolates who live on the streets), & Children of Gaia (who believe the Wyrm cannot be defeated with its own vices - they believe understanding and forgiveness will prevail), and new material: secret info about these three tribes in the modern and wildwest worlds. $34.00

**Litany of the Tribes Vol 2** Combines several out of print books, Fianna, Get of Fenris, and Glass Walkers Tribebook. For Werewolf and Werewolf Wild West. The Garou have a common enemy, the Wyrm, and dissension has made it strong. Now werewolves must unite or they will all be destroyed, along with our world. $37.00

**Midnight Circus** A World of Darkness sourcebook. Come and visit Anastagio's carnival and circus, full of all kinds of freaks. Admission is a pittance, and the rides only cost a trifle, at first... $25.50

**Nuwisha** Another Changing Breed book. Spotlights the werecoyotes, the tricksters par excellence of the World of Darkness. Learn their ancient tales, and the secrets they know about the approaching apocalypse. $20.00

**Outcasts: Players Guide to Pariahs** Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Magic Hollow Ones. $25.50

**Project Twilight** The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? $21.50

**Rage Across Appalachia** Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight. $30.00

**Rage Across the World** Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, Caerns: Places of Power, and Rage Across Russia. $34.00

**Rage Across the World Vol 2** The War of the Apocalypse rages across the globe as the Wyrm seeks to destroy Gaia. This book includes *Rage Across Australia* and *Dark Alliance: Vancouver*.$34.00

**Red Talons Tribebook** We are wild - unquenchably wild. Red Talons are different than all the Garou. We are not a balance between wolf and human. We are creatures only - born of wolves. We are unafraid to be animals. But the Red Talons are dying. We are so few now. $17.00

**Shadow Lords Tribebook** A backstabbing and stormy tribe from Eastern Europe. They believe they are the only true werewolves fit for survival. The book is filled with truths that the other tribes regard as lies. $17.00

**Silent Striders Tribebook** How can the other Garou ever understand? They take pride in their territories, defending them against all comers as if their own brothers and sisters were enemies. Only we, the exiles, dare to gather the secrets in the far corners of the world. In only they realised that the whole world stretches before them. $17.00

**Silver Fangs Tribebook** They are the heroes of Garou legend: the kings, the tsars, the champions. Once noble, they have now fallen into madness and arrogance, but with the coming of a new king, they have hope. $17.00

**Stargazers Tribebook** For millennia, they have pursued the Truth. Now they are in the final stages of their tribal journey, and the Answer may be within reach. $17.00

**Uktena Tribebook** The secretive Uktena have long been the keepers of the Garou's greatest mystic lore, but the knowledge they've earned demands a dark price. $18.00

**Warriors of the Apocalypse** Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on the Wyrmspawn too, from fomori to Banes; and stats for famous Werewolf characters such as Lord Albrecht. $25.50

**Wendigo Tribebook** The last of 13 tribebooks, now you can learn about the purest of the Pure Ones. Learn the special battle techniques of these fierce warriors. *Due August.* $18.00

**Werewolf Chronicles Volume 1** Preserves the earlier, now out of print classic Werewolf sourcebooks, *Rite of Passage* and *Valkenburg Foundation*. $25.50

**Werewolf Chronicles Volume 2** Gets back to the roots of Werewolf with two out of print classics, *Ways of the Wolf* and *Monkeywrench! Pentex* - a book on the lupus Garou and the wordly embodiment of their enemy, the Wyrm's Pentex. $25.50

**Werewolf Dice** Includes 9 high-quality 10 sided dice, one Moon dice, and a dice tube. $13.00

**Werewolf GM Screen 2nd Edition** The GM foldout screen & pad of tables, with adventures to help storytellers get started. $17.00

**Werewolf Players Guide 2nd Ed** Packed with information on the Garou, their packs, moots, caerns, duels, new options for character creation. Also detailed are the other shapeshifters from the merciless weresharks to the sagacious werecats. Hardcover. $45.00

**Werewolf Storytellers Handbook** With advise, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. $30.00

**Who's Who Among Werewolves: Garou Saga** A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. $19.00

### WEREWOLF NOVELS

**2. The Silver Crown**
The Silver Fangs king is dead, and of two contenders for the throne, one intends to hand the tribe over to the Wyrm. The other must find the Silver Crown to stop him. $10.00

**3. Call to Battle**
This is a RAGE card game novel. Jay Caldwell is trapped at a military school, estranged from his step-father, brutalised by his sadistic headmaster. Then he learns he is a werewolf, being secretly experimented with by a technomantic mage... $8.00

## Werewolf: The Wild West

**HORROR** Like Vampire spawned a historical version, *Vampire Dark Ages*, now Werewolf has gone back to its past. **By White Wolf.**

**WEREWOLF: THE WILD WEST RPG** A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wyld was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Bane-things that scuttle far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book. $46.00

**Ghost Towns** Ghosts don't inhabit only desolate and deserted towns in the Savage West, they're everywhere! And tension builds between the ghosts and the garou, and things get ugly very quickly. How to create haunted locales, plus five complete ghost towns. $25.50

**Werewolf: The Wild West Companion** Everything you need to know about the sights, fights and haunted nights. How folks really live on the frontier, tribal lands, and big cities. The Storm Umbra, sweet-talking spirits, strange critters. *Due August.* $32.50

**Werewolf: The Wild West Storyteller Screen** Durable screen plus secret Storyteller-only stuff printed here so as to stay out of players hands, extra gifts, fetishes, etc. $25.50

## Wair-Rae

**FANTASY** By the authors of the Australian Realms magazine, this is a generic RPG supplement.

**WAIR-RAE** This is not a complete RPG. It is a sourcebook for using with other RPG systems. This is the first Unae sourcebook and tells the story of the elves of Wair-Rae who are driven by the ambition of mad High King Caemarou to achieve the prophesy of the Ansilsae, a ten-thousand year old divine promise that the elves will inherit this world and ascend to paradise - over the dead bodies of millions of all the other races. Reveals the secrets of these elves, their history, their dominions, their faith, magic & future. $15.00

## The Whispering Vault

**THE WHISPERING VAULT RPG** A complete roleplaying game where beyond the realm of flesh is an unseen realm of essence where the dreaming spirits dwell. Slipping across the Rift between the Realms the unbidden indulge in their bloody passions in the world of men. The most resolute of those who oppose these renegades are chosen to serve a higher purpose as Stalkers - immortal guardians of the flesh. You play one of these Stalkers, supernatural entities with strange powers who pursue their otherworldly prey across time and space to the darkest corners of mankind's history. With simple game mechanics. $34.00

**The Whispering Vault GM's Screen** The standard 3-panel GM Screen. $13.00

**Dangerous Prey** Know your enemy. Easier said than done when the foe is an inhuman entity possessed of powers and motivations no mortal could hope to comprehend. Only by transcending the flesh can the chosen earn the eternity necessary to taste the madness of the Unbidden. Explore the Lairs of the Architects, Weave Husks over otherworldly Minions, and do battle with 32 new Shadows. $25.50

**The Book of Hunts** Contains six complete adventures, and also introduces the Crossroads to the Realm of Essence for the first time, a taste of what's to come in the world of Vault. One adventure includes man on the verge of discovering the secrets of the black hole - but some doors are best kept locked. $25.50

## Wraith

**HORROR** White Wolf's next instalment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. **By White Wolf.**

**WRAITH RPG 2nd Ed** A 292 page hardback book. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after. $47.50

**Artificers Guildbook** Spirits in the Material World. "So, kid, you thought you were hot stuff on the nets while you were alive. Ever hack anything from the inside before? Didn't think so. Well, don't worry, back then you were only human. Now you're something else. See you on the inside!" Includes history of the guild, banishment, etc. $20.00

**Charnel Houses of Europe: The Shoah** It makes me shiver to the bone to recall what I saw of the Restless during the Second World War. There began to appear in the Shadowlands scores upon scores of wraiths, from the outer realms of Poland and Russia - whole families. They breached the Shroud naked, heads shaved, scarred and cut. And there was an abhorrence in the air when they came, a stink of burning. For over 18 year olds only. $25.50

**Dark Kingdom of Jade** The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skinlands, and terrors unknown in the sheltered halls of Stygia await unwary travellers. $25.50

**Dark Kingdom of Jade Adventures** Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. On the spectre-haunted streets of Hiroshima, a deadly race is run for the ultimate weapon in the wars of the dead. $25.50

**Doomslayers: Into the Labyrinth** Take a trip into every wraith's worst nightmare. With fiction from noted authors Matthew Costello and Lucy Taylor. This book is the complete guide to the Labyrinth, its denizens and those wraiths brave - or foolish - enough to hunt them. New castes of Spectres such as Hive-Mind. $32.50

**Guildbook: Haunters** Even among the Restless Dead, there are some who are regarded as just a little...off. They make walls drip blood, time double back on itself, and the living die of fear. Contains the mysterious link between the Haunters & the Wyld, Haunter recruiting practices - & no, they're not pretty: & new ways to torment the living. $20.00

**Guildbook: Masquers** Why are the Masquers feared and misunderstood? Because they can changes their faces in an instant, mold fearsome weapons from the plasm of their bodies, transmogrify other wraiths into tapestries...and yet, they all *seem* so *nice*. $20.00

**Guildbook: Puppeteers & Pardoners** Learn why the masters of possession, the Puppeteers, are intent on sending hordes of Risen across the Shroud. Find out why the Pardoners are hiding in their basement, and why they play by the rules. $30.00

**Guildbook: Sandmen** The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can shape dreams as they like. They can tear a sleeping soul from its body, and the anguish doesn't always end when you wake. $20.00

**Guildbook: Spooks & Oracles** Spooks like to break things, oracles don't. Spooks like violating the laws of the dead, but the oracles don't. Spooks throw things around the real world, oracles are more refined. So why is everyone scared of oracles, and not scared of spooks? $30.00

**Haunts** A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierachy, Heretic, and Renegade Haunts, & rules to create new Haunts. $25.50

**Hierarchy** The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. These are the masks through which the Hierarchy looks out upon the Underworld. $20.00

**Love Beyond Death** Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, life-in-death is endlessly bittersweet pain. In such a bleak and hopeless existence, the promise of love is one of the only beacons of hope in the face of Oblivion. $17.00

**Mediums** A guide to mediums, those who speak with the dead. Includes rules an tips on these mortal characters. $25.50

**Midnight Express** An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands. $20.00

**Necropolis: Atlanta** Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlantis in the Shadowlands, info on the Kindred for Vampire. $25.50

**Oblivion** *For Mind's Eye Theatre*. Death used to be the end. Not anymore. Now *Oblivion* lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules for interactions with mortals, vampires and garou. $27.00

**Shadow Players Guide** Every wraith has his own personal whisperer in darkness, telling him that it's a very good thing to be bad. They call this voice the Shadow, and every wraith must strive to resist its efforts to drag him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evil until he is lost forever in the void. $30.00

**The Book of Legions** From the soulforged monstrosities of the Machine Corps to the Beggar Lord's terrifying secret, from the Grim Legion's hidden war on the rest of Stygia to the origin of the power of the Unlidded Eye, it's all in here. $30.00

**The Face of Death** A large foolscap book full of morbid black and white art for the new Wraith game. $21.00

**The Quick & the Dead** When the prey turns on the hunter...ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit come in search of the secrets of life beyond the grave, yet knowledge is not all they seek. $20.00

**The Risen** Here's what you've been waiting for. A guide to the Walking Dead, those who dare to take their bodies back from the embrace of the coffin. Included are the powers, limitations and history of the Risen, as well as the terrible secret that each revenant carries with her. $20.00

**The Sea of Shadow: Storytellers Guide to the Tempest** The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. $20.00

**Wraith Character Kit** Includes a player's screen, character sheet, death certificate, & other insert items. $19.00

**Wraith Dice** Includes 10 high-quality 10 sided dice, and a dice tube. $13.00

**Wraith Players Guide** An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcanos, and abilities. $30.00

**Wraith Storyteller Screen 2nd Ed** GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional game info. $20.00

### WRAITH NOVELS

**1. Caravan of Shadows** While alive, Joey Castelo was a fiercely competitive boxer, though with few awards. Death, however, elevates his status in the ring. And being a wraith leads him deeper into the World of Darkness. $10.00

**2. Beyond the Shroud** Hardcover novel. David Robinson's life has taken several turns for the worse. First his daughter dies, then his marriage crumbles and his career falls apart. Then he is killed in a hit and run accident, and now he faces his most harrowing challenges as a wraith in the Shadowlands. And then he learns someone is out to destroy his wife... $34.95

**3. Death & Damnation** An anthology of stories about the society and culture of wraiths, beings who continue to exist even beyond the veil of death. 416 pages. $7.95

### Dark Kingdoms Trilogy

**1. The Ebon Mask** Something truly evil is stirring. Something cunning and malign that threatens the living and dead alike. And Montrose is the only being with a prayer of stopping it. $10.00

## Zero

**ZERO RPG** These days it is rare to find a game with an original concept - but at last, this game has one. Eventhough a human, all your life you and your brothers and sisters have lived as part of the Hive. Always, you are in complete harmony with those around you, linked telepathically in a warm fellowship of minds, nutured by the powerful mental presence of Zero, your queen. Then suddenly one day, your contact with the hive consciousness is broken, and you feel alone, an outsider. Your brothers and sisters suddenly ignore you, and then hive cybernetic-soldiers are sent to kill you. Why? What happened to your contented life? Confused, you flee the hive, looking for other outsiders to join. Now you are a "rebel without a clue" so what on Earth will you do? Can you go up against Zero and survive? Can you rejoin the hive? Why were you rejected? Also features heaps of stunning full color computer-graphic generated artwork. $42.50

**Supernumerary** Your Queen has abandoned you, now she wants to kill you, and you don't know why. Now you live in the underground caverns outside the Hive, trying to stay alive. You are alone...or are you? *Due August.* $9.50

**Negative Potential** You've uncovered a terrible secret about your existance, and your former monarch, Queen Zero. *Due March.* $9.50

**Mysteries Within** Outlines the history of the Hive and how it came to be. The Hive is tens of thousands of years old, but is built on the ruins of several other hives used by Zero in the past. Humans and non-humans live in these ruins, and hold many secrets about Zero which you must learn. *Due Sept.* $36.00

# Computer Games

## Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Pre World War II

### ADVANCED CIVILIZATION — AH

By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civilization from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions, there is no random element; 8 players can play via online; there are three levels of AI, four variant options, dozens of different player combinations; you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization; and there are of course calamities, earthquakes, famine, civil war, slave revolts, floods, barbarians, plague, and conspiracies of men! *IBM Requires: 486, CD-ROM, 8mbRAM, SVGA. Note new price!* **IBM - $60.00**

### AGE OF EMPIRES — Microsoft

A *Red-Alert* style game with a difference - this one is set in the historical ancient world! Command one of twelve mighty ancient civilizations, such as the Egyptians, Greeks, Persians, Assyrians, Hittites, Japanese or Babylonians. Each civilization has unique attributes based upon its history. Gamers choose from numerous technological paths to help lead their civilizations to greatness. From an economic path of farming and craftmanship to a military route of archery and naval warfare - the technology tree is larger than one player could complete in one game. Can have random maps, has a built in scenario editor, play in real time, you can build infantry, warships, chariots, war elephants, archers, etc. Pass from the Stone Age to the Tool Age, Bronze Age and Iron Age. There are a range of single player and multiplayer missions. Damn good fun! *IBM Requires: 2xpCD-ROM, Pentium 90, hard disk, 16megRAM, SVGA.* **$80.00**

**Prima's Unauthorised Guide to Age of Empires** **$30.00**

### AGE OF EMPIRES II — Microsoft

A *Red-Alert* style game. Has several ways to win, including conquering enemy civilizations, accumulating wealth by extensive trading and diplomacy, building and defending great wonders of the world. Play one of 13 historical civilizations, including Vikings, Celts, Franks. *IBM Requires: Pen 133, 32mbRAM, Win'95, 4spCD-ROM, SVGA. Due Sept.* **IBM - $90.00**

### AGE OF SAIL 1775-1820 — TalonSoft

Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageantry and grandeur of beautifully rendered Sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bonhomme Richard, Vegeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you create instant naval combat to your specifications. You can play head to head via modem or verses the computer. *IBM Requires: 486/66, 8megRAM, Windows 3.1+, SVGA.* **$80.00**

### AIDE DE CAMP # 2 — HPS

At last! We have been asked hundreds of times to get in this wargame design kit.Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. **Note:** you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. *IBM Requires: VGA, 3.5"FDD, hard disk, 286+.* **$99.00**

### BATTLEGROUND: ANTIETAM — Talon

September 17, 1862, Sharpsburg, MD. A spectacularly rendered 3-D panoramic battlefield highlights this struggle, the bloodiest single day in American history. Provides many historical and "what if" scenarios detailing the momentous struggle along the banks of Antietam Creek. Lavish attention to detail, gorgeous 3-D graphics and full color re-enactment videos blend into an exciting extravaganza of true multimedia entertainment.Command some or all of your army. Also includes the Battle of South Mountain. *IBM Requires: 486/33, Win 3.1+, Cd-ROM, 8mbRAM, hard disk.* **$80.00**

### BATTLEGROUND: Napoleon in Russia: Borodino — Talon

The sixth *Battleground* title. After a series of indecisive battles and steady retreating in front of the advancing French, the Russian Tsar Alexander's army, poised on the outskirts of Moscow itself, turned and faced Napoleon for one final desperate battle. History comes alive as Marshall Kutuzov's Russian infantry doggedly defends the road to Moscow from onslaught after onslaught of Napoleon's massive Grande Armee! Cossacks abound amidst this momentous struggle. Can you as the French take the Great Redoubt from the Russians early enough to take advantage of it? *IBM Requires: Win 3.1+, 486+, 2xpCD-ROM, hard disk, 8mbRAM.* **$80.00**

### BATTLEGROUND: BULL RUN — TalonSoft

The seventh *Battleground* game. Includes two complete battles. First Battle of Bull Run in July 21st 1861, which found J.E.Johnston's outnumbered Rebels fighting as a desperate delaying action versus the powerful Union army of Irvin McDowell. It was in this battle that General Thomas J. Jackson earned his famous nickname "Stonewall". And the Second Battle of Bull Run in August 28-30, 1862. During the following summer, Robert E.Lee lured John Pope's Union army into a deadly trap on the already blood-stained fields of Manassas. *IBM Requires: 486/33+, Win 3.1+, hard disk, 2xpCD-ROM, 8mbRAM.* **$80.00**

### BATTLEGROUND: Prelude to Waterloo — Talon

Battleground 8. Delivers both battles of Ligny and Quatre-Bras in the days preceeding the epic struggle at Waterloo. Can you lead Napoleon's French forces to victory at Ligny and Quatre-Bras effectively splitting the Anglo-Allied Armies to continue the conquest of his empire, or help the British and Prussian armies defeat L'Empereur and prevent his advance to Waterloo effectively ending his tyranny of Europe. Features several "What if" scenarios. *IBM Requires: Win 3.1+, 486/33+, 8mbRAM, hard disk, SVGA, 2xpCD-ROM.* **$80.00**

### BATTLEGROUND: WATERLOO — Talonsoft

This is the most stunning and magnificent presentation of the Battle of Waterloo I have ever seen. The game features a stunning new 3D approach to the battle, with 3D terrain showing woods, buildings, hills, valleys, streams, and 3D units of cavalry, infantry and artillery, in this case, arrayed in formation (not on movement stands). You can be Napoleon or Welling and Blucher, and you can control all of your army or ask the computer to control any portion of it. You should see the French army in the process of attacking Hougoumont, with skirmishers advancing through woods, defenders behind the walls, artillery being brought up. *IBM Requires: Win 3.1+, 486/33+, CD-ROM, hard disk, 8mbRAM.* **$80.00**

### BUCCANEER — SSI

A 3D adventure game set in the 17th century Caribbean. Buccaneer offers high seas combat and elements of resource management. Choose a "cut to the chase" combat-only option, fight ship-to-ship, or watch as your crew boards enemy vessels to take them over. Immerse yourself in the wide-open world of the buccaneers by choosing the campaign option. To survive you'll have to obtain bigger and better ships, keeping crewshappy and loyal. Complete individual missions, fight and negotiate you way through 21 territories in the Caribbean. Capture enemy ships, plunder ports and towns. Network up to four players. *IBM Requires Pentium 120, 16mbRAM, SVGA, hard disk, 4spCD-ROM* **IBM - $50.00**

### CAESAR II — IMP

As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with bathes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, including city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. *IBM Requires 486/66, 8mbRAM, SVGA, Win'95, 2xpCD-ROM* **IBM - $30.00**

### CIVILIZATION — Microprose

This is the classic game of leading your chosen ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. *IBM requires: 486/25, CD-ROM, 4megRAM.* **$25.00**

**Civilization Strategies & Secrets** Hint Book. **$30.00**

### CIVILIZATION II — MIC

This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. *IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CDROM, mouse, hard disk.*

**MAC - $90.00** **IBM - $50.00**

**Civilization II Official Strategy Guide** CIV II hint book. **$35.00**

**Civilization II Advanced Strategies** CIV II book **$27.00**

**Civilization II Scenarios** 12 brand new scenarios: including after a world wide nuclear apocalypse, alien invasion, the American Civil War, etc. **$20.00**

**Civilization II Fantastic Worlds** Magic and imagination rule in 15 new fantasy scenarios. Includes a world of dragons and goblins, a world where you play as dinosaur tribe, a world of Jules Verne, and Mars! *Requires as above.* **$30.00**

**Civilization II Classic Collection** Has Civilization II, Civ II Multiplayer, Conflicts in Civilization & Fantastic Worlds *Due August.* **$70.00**

**Civilization II Multiplayer** Civilization II, but with multiplayer capabilities. *Due August. Requires as above.* **$40.00**

### COLONIZATION — MIC

Colonization from Sid Meier, who brought us *Civilization*. A story of discovery, exploration and territorial independence. Play the colonist, conquistador and diplomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want to represent from France, Spain, Holland, or Britain, and use the wealth of the land to build up your population. Use deceit and force to outwit rivals. Use trade alliances to forge friendships and create new industies - all the while trying to hold back the possibility of revolt. With great graphics in the style of Civilization. *IBM requires: hard disk, VGA, mouse, VGA. CD-ROM.* **IBM - $25.00**

### EGYPT 1156 B.C. — CRYO

You are Ramose, an ordinary man in extraordinary circumstances. Your father has been accused of arranging the pillage of the royal tomb. Unless you can show the Pharaoh proof of his innocence, your father will be executed. In this stuning 3D graphic adventure game you will experience ancient Egypt as never before. You are immersed in a spectacular 3D world, alive with over 30 characters. Over 25 hours of gameplay. With three navigational modes; game, exploration and reference. The separate reference section includes illustrated and hyperlinked encyclopedia on Egypt at the time of Ramses III. *IBM Requires: Pen 90, 16mbRAM, 4xCD, Win'95.* **IBM - $75.00**

### FIELDS OF GLORY — MicroProse

An absolutely stunning and addictive game of the Battle of Waterloo in 1815, between Napoleon, Wellington and Blucher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in columns or lines, artillery can be both limbered and unlimbered - and the horses and limbers are still shown when unlimbered, cavalry form up in lines, and you can even see the plumes on hats, steel cuirasses on French Cuirassiers, etc. You control thousands of troops in close-up conflicts, or on wider, more tactical views. *IBM requires: 386+, hard disk, CD-ROM, VGA, mouse, 4mb RAM.* **IBM - $26.00**

### SID MEIER'S GETTYSBURG — Interplay

A beautiful 3D game of the battle of Gettysburg that shows why Sid Meier is perhaps the best strategy computer game designer. The appeal of the game even beats the Battleground series, in my oppinion, with stunning battlefields with rocks, trees and fences. Uses a brilliant and simple drag or click interface to give orders to your units, such as skirmish, maneuvre, travel along road, wheel, advance, battle, etc. The game is real-time, but nothing like *Command & Conquer*. The morale and command system: works like a dream. Famous units fight like wildcats, while run of the mill units can shatter like glass when mishandled. To win you'll need to develop historical tactics, executed correctly. Four scenarios plus the campaign. Looks fantastic! IBM *Requires: Win'95, Pentium 90, 16mbRAM, SVGA, 2xpCD-ROM, hard disk.* **$90.00**

**Official Guide to Sid Meier's Gettysburg** **$30.00**

### GREAT BATTLES OF ALEXANDER — Inter

GMT's famous boardgame is now a computer game. Take command of the legendary armies of Macedon, Conquer the rebellious Greeks, crush the defiant Persians, capture the crowns of kings and pharaohs to earn the most exalted title of all: Alexander the Great. Or, you can take the role of Darius, Memnon, Clitus, etc. There are ten different battles, which also link as a campaign. With 3D, real, detailed units of soldiers, horses, chariots, elephants which are completely animated. Solo and multiplyaer. *IBM Requires: Win'95, 486/100, 16mbRAM, SVGA card, 2xpCD-ROM, hard disk.* **$50.00**

### GREAT BATTLES OF HANNIBAL — Inter

GMT's famous boardgame system is now a computer game that recreates the wars between Carthage and Rome. Covers all of Hannibal's major campaigns and battles, from Spain to the gates of Rome. There are eleven different battles, which also link as a campaign. Also has a free placement mode, which gives you the ability to modify forces under your control for a "what if" scenario. With 3D, real, detailed units of soldiers, horses, chariots, elephants which are completely animated. Solo and multiplyaer. *IBM Requires: Win '95, Pentium 90, 16mbRAM, SVGA card, 2xpCD-ROM, hard disk.* **$80.00**

### GREAT BATTLES OF CAESAR — InteractiveMagic

GMT's famous boardgame system is now a computer game that recreates the wars of Julius Caesar. As Caesar you can cross the Rubicon and lead your troops to Rome and the supreme power. Or as Pompey, Marius, Sulla, you might just defeat mighty Caesar and rewrite the history books. Covers Caesar's civil war campaign including Caesar against Pompey at Dyrrhachium in 48BC, Marius against the Cimbri in 101 BC, Chaeronea 86 BC, Munda 45BC between Caesar and Pompey, Thapsus 46 BC, the Last Elephant Battle, and others. *IBM Requires: Win'95, Pen 90, 16mbRAM, 2xpCD-ROM, SVGA.* **IBM - $75.00**

### HISTORY OF THE WORLD — AH

Avalon Hill's best selling boardgame of strategy and world conquest now available on computer. It took the Pharaohs a lifetime to build the pyramids. Entire dynasties rose and fell before the Great Wall of China was completed, yet these and other monumental tasks unfold before your eyes against the panoramic background of the rise and fall of the world's greatest civilizations won by men in arms ranging from ancient Sumerian charioteers to the Kaiser's stormtroopers. But the road to empire runs through seven Epochs - each barred by a host of calamities such as plague, civil war, barbarian incursions, earthquakes, floods, and holy wars announced in animated splendor to decide the fate of nations. 1 to 7 human or computer players. *IBM Requires: 486/33, 2xpCD-ROM, 8mbRAM,SVGA.* **$70.00**

### IMPERIALISM — FrogCity

Build a nation - conquer the world! Starting in the early 1800s. Combining elements of resource management, economic trade, exploration, diplomatic maneuvering and military conquest. *Imperialism* challenges you to attempt what few in history have dared - to unify the world under one leader. With a dynamic economic model, use diplomacy, foreign trade partners; cabinet ministers offer advice, sophisticated AI provides and maintains a unique strategic personality for each of the major powers; random maps and various difficulty levels, etc. *IBM Requires: Pentium 75, 16mbRAM, Win'95, SVGA, 4spCD-ROM.* **IBM - $50.00**

**Imperialism Hint Book** The official Strategy Guide **$30.00**

### KINGMAKER — AH

Avalon Hill's famous boardgame is now available as a solitaire computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s, a realm ravaged by intrigue and anarchy, as different houses and families supported various contenders for the throne. You cast your support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniatures game; a strategic map on which to maneuver your armies and gather taxes, etc. *IBM requires: mouse, VGA, hard disk, CD, MS-DOS 5.0 or higher. Note new price!* **IBM - $70.00**

### LORDS ROYAL COLLECTION — Sierra

Contains three complete games: *Lords of the Realm I, Lords of the Realm II*, and *Lords of the Realm II Siege Pack. IBM Requires 486/66, 8mbRAM, hard disk, CD-ROM, SVGA.* **$80.00**

### MACHIAVELLI — MIC

Machiavelli stunned the world with his brutal analysis of power politics in government and religion. Now you can use those same devious strategies to conquer your rivals in this addictive simulation of 14th Century political life. You'll trade goods with over 40 cities, you'll manipulate political and religious institutions through bribery, slander, and assassination. You'll field mercenary armies capable of crushing your enemy on medieval battlefields. Compete against computer opponents or up to 3 humans via modem. Winning is a matter of strength, shrewdness and clever deception. *IBM Requires: 386+, 4mbRAM, SVGA, CDROM, hard disk.* **$20.00**

**Machiavelli Hint Book** **$25.00**

### RED BARON II — Sierra

1916. The world is at war. All eyes fix on the few, brave young men who pilot the new flying machines in the dangerous dawn of aviation. From raging dogfights high above the clouds to deadly strafing runs along the war-torn country side. With user definable difficulty levels, fly single missions or campaigns from 1916 to 1918; over 40 unique aircraft types with 22 different planes that you can fly; a great mission builder, a system that recreates the skills and tactics of historical and non-historical pilots, and no two missions are ever alike. Game play graphics are absolutely stunning. You can even design your own camo schemes. *IBM Requires: Win'95, 4spCD-ROM, 16mbRAM, Pentium 133, SVGA.* **$90.00**

### SEVEN KINGDOMS — Imagic

A *Red Alert* style game. Enter the world of Seven Kingdoms, a world of intrigue and diplomacy, of trade, conquest and espionage. Take control of any of seven emerging civilizations: Chinese, Persians, Japanese, Greeks, Normans, Vikings or Mayans. Begin with a single modest village under your command, and an entire world to be conquered by force of arms or guile or persuasion, awaits you. Features spies, mining, markets, trade routes, technology, etc. Features stunning 800x600 SVGA graphics, fantastic monsters and might gods, battles by land or sea, random events such as earthquakes, etc. *IBM Requires: Win'95, Pentium 90, 16mbRAM, 800x600 SVGA, hard disk.* **IBM - $80.00**

### STRATEGY GAMES OF POWER & GLORY — Sierra

Contains three complete games; *The Rise and Rule of Ancient Empires* where you play a nation such as Egypt, Greece, Persia or China; *Mission Force Cyberstorm*, which is a BattleMecha hexed based wargame; *and Caesar II*, where you are the Governor of a Roman province. *IBM Requires: 486/66+, 8mbRAM, 2xpCD-ROM, SVGA.* **$50.00**

### THE SETTLERS II Gold Edition — BlueByte

A very popular detailed and humorous economic simulation, beginning with a shipwrecked Roman crew who make their way onto a seemingly deserted island. Now food and building materials must be developed; construct gold, coal, iron and granite mines. Cultivate the land, build farms, but watch out for Vikings, Nubians, etc. This Gold Edition includes the game plus the Mission CD, World Atlas, and 130 free maps. *IBM Requires: 486/66, CD, 8mbRAM.* **IBM - $80.00**

**The Pioneers** More worlds to conquer, 50 new maps, etc. **$10.00**

### TWENTY WARGAME CLASSICS — SSI,SSG,IMP

This is the bargain of the year. Twenty great wargames by SSI, SSG and Impressions all in one box! The retail value is around $1,300! The games from Impressions are: *D-Day The Beginning of the End, Conquest of Japan, Global Domination, When Two Worlds War*. From SSG are *Decisive Battles of the American Civil War Volumes 1, 2, & 3, Gold of the Americas, Reach for the Stars, Warlords* and *Battlefront*. And from SSI are *Battles of Napoleom, Carrier Strike, Western Front, Sword of Aragon* (still one of the best medieval fantasy wargames), *Pacific War, War in Russia, Wargame Construction Set II: Tanks, Clash of Steel, Conflict Middle East, Conflict Korea* and *Panzer General*. *IBM Requires: CDROM, 386+, 2mbRAM, hard disk with 60mb Free, VGA, mouse.* **$60.00**

### DEFINITIVE WARGAME COLLECTION 2 — SSI etc

This huge four CD set has everything a wargamer could want - a dozen hard to find historical and hypothetical wargame classics, being *Harpoon II with BattleSets 2 & 3, V For Victory Utah Beach, V For Victory Market Garden, Ghengis Khan II, Romance of Three Kingdoms, Operation Europe: Path to Victory, Steel Panthers, Panzer General, Wargame Construction Set II: Tanks, Clash of Steel, High Command* and *Command HQ*. *IBM Requires: 486/33, CD-ROM, 8megRAM, hard disk, SVGA.* **$60.00**

### WOODEN SHIPS & IRON MEN — AH

This is so stunning it took my breath away. Ship to ship combat features beautiful SVGA wooden sailing ships (over 130 different ships from 1775-1815) sailing in formation with billowing sails, with zoom in and out, and fast boarding actions and checking the condition of the ships is a stunning deck view showing cannons and crews in action. There are 18 historical ship to ship and fleet combats, a campaign game, and you can design your own scenarios. You can play solitaire against the computer, hot-seated with a friend on the same computer, or via E-mail. *IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM.* **$70.00**

## World War II

### ACES — Sierra

A compilation of six of histories great battle simulators. Includes *Red Baron*, WWI aircombat, *Aces over Europe*, during WWII, *Aces of the Deep*, commanding a sub in WWII, *Aces of the Pacific*, WWII Pacific Theature aircombat, *A-10 Tank Killer*, modern flight simulator, *A-10 Tank Killer II*, more modern flight combat. *IBM Requires: 486/66, 8mbRAM, SVGA, 2xpCD-ROM, hard disk.* **$75.00**

### ACHTUNG SPITFIRE — AH

Computerised version of the Avalon Hill boardgame 'London's Burning. It is September 1940, and British coastal radar reports a Luftwaffe squadron of Heinkel He111s coming from the south heading for London. Another group of German Junkers Ju87 dive bombers is approaching from the east. Which do you intercept? With 25 aircraft types, film footage, dozens of dogfight missions, combat missions, and tours of duty, 5 levels of difficulty. *IBM Requires: Win'95, 486/66, 8mbRAM, hard disk,CD-ROM, SVGA.* **$70.00**

### AIR WARRIOR III — IM

Combines all the exciting missions of *Air Warrior II* with four new Pacific planes, 6 new campaigns over the Pacific Ocean and Europe, and heart-pounding, stomach-churning, accelerator-enabled 3-D graphics. With new detailed landscape and aircraft art, and enhanced artificial intelligence. Over 450 missions. Supports multi-player. *IBM requires: Win '95, Pentium 133, 24mb RAM, SVGA, 2xpCD-ROM, hard disk.* **IBM - $75.00**

### ALLIED GENERAL — SSI

The sequel to *Panzer General*, now you become an Allied General. Success depends on your effectiveness as a leader. Play thee campaign games as an American, British or Soviet General against the German army. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-realised invasion of Norway, Operation Jupiter. Watch your forces improve with each victory. Use new troop types such as Finnish Ski Troops. Units include anti-aircraft, air-defense, anti-tank, artillery, forts, infantry, recon, tanks, trucks, aircraft, naval. In each class there are a variety of skill levels, experience, and technology. There are many different types of tanks, such as Panthers, Hummel, Wespe, Tiger II, etc. *IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, Windows.* **Playstation $80.00 IBM - $40.00**

### ARDENNES OFFENSIVE — SSI/SSG

SSG and SSI have combined to bring us this new game. On December 16th 1944, the Wehrmacht launched a furious surprise attack against American forces in the Ardennes. As overcast skies grounded Allied air cover, 24 German divisions

hammered at the Americans along a 60-mile-wide front, driving 45 miles deep into the American lines. With highly detailed SVGA graphics, extensive on screen help and information including a detailed order of battle, a full tutorial scenario and an equipment encyclopedia. Play any of eight scenarios or the complete campaign, features three levels of difficulty, network or modem head-to-head. *IBM Requires: Pentium 90+, Windows'95, CD-ROM, 8mbRAM, hard disk.* IBM - $30.00

### ARMY MEN — 3DO

Real Combat. Plastic Men. A post-WWII wargame in which you control those cheap little green plastic toy soldiers. Seriously. Take control as the sergeant in the field, leading your plastic men into the heat of battle in this squad level action strategy game. Over 30 action soaked missions in three different terrains. Drive tanks, jeeps, half tracks, trucks. Use airstrikes, paratroop drops, air recon. Heaps of destructive weapons, and you can even melt enemy plastic soldiers with flamethrowers! Includes little plastic tanks, jeeps, etc. Cute. *IBM Requires: Pen 90, Win'95, 16mbRAM, SVGA, 4spCD-ROM.* **IBM - $80.00**

### CLOSE COMBAT: A Bridge Too Far — Microsoft

**Advanced Squad Leader for your computer!** A real-time, historically accurate World War II strategy game that puts you in command of either the Allied or Axis forces during the epic Operation Market Garden battle in German controlled Holland. Includes a Battlemaker, which lets you make your own scenarios, adds a new strategic layer to challenge players to out-think their opponents in the war room, true line of sight and line of fire replicates fog of war; limited amounts of ammo, dynamic deployment allows you to retain ground captured or be pushed back and forward across the same battle maps; etc. More than 130 infantry and vehicle troop types. *IBM Requires: Win'95, 16mbRAM, SVGA, 4spCD-ROM, Pentium 90.* **IBM - $60.00**

### COMMANDOS Behind Enemy Lines — Eidos

A real-time tactics game set in WWII that puts you in command of a small squad of elite troopers. Send them behind enemy lines on a series of hazardous missions, and bring them back alive. Study the enemy's movements, develop a careful plan, synchronise your men, and launch them on a swift and fierce attack using all your power and skill. With stunning 3D graphics of German trains, tanks, battleships, aircraft, bridges, etc (more than 350 altogether!) 26 missions, each totally unique. The Germans have over 40 different vehicles and troop types. *IBM Requires: Pen 100, 16mbRAM, 4spCD-ROM, Win'95, SVGA.* **IBM - $90.00**

### CONQUER THE SKIES — MicroProse

Includes four best-selling flight sim games, including Falcon 3.0, Gunship 2000, 1942 The Pacific Air War, and Fleet Defender, where you fly a F-14 Tom Cat. *IBM Requires: 386/66, 4mbRAM, 2spCD-ROM, VGAA, hard disk.* **$50.00**

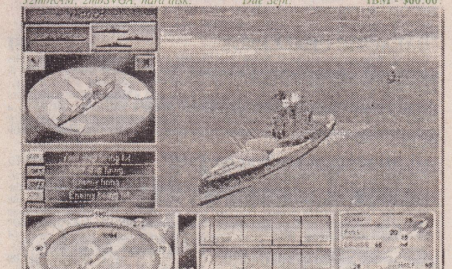
### EAST FRONT — Talonsoft

Featuring absolutely stunning graphics in this game of the war on the Eastern Front. Clash the Russian T-34s against the German armor at Kursk. Drive in Stalingrad and claim the factories for Germany. It's all there for you to command from 1941 to Berlin in 1945. This fast paced platoon-level game of tactical combat in Russia starts you out as a company commander, with promotions if you do well. You can play either the campaign or individual scenarios. There are 300 different types of platoons and you can design your own scenarios. The game looks and feels like a miniatures' game. *IBM Requires: Pentium, 8mbRAM, SVGA, 2spCD-ROM, Win'95.* IBM - **$90.00**
**East Front Official Strategy Guide** **$22.50**

**EAST FRONT CAMPAIGN CD 1** Add six new nationalities: Poland, Hungary, Finland, Slovakia, Italy, & Romania. Seven new campaigns, set in Poland, Finland, Rommania and Russia. Has fifty new battles including Kharkov and the Siege of Odessa. **IBM - $65.00**

### FIGHTING STEEL WWII Naval Combat — SSI

World War II naval combat from 1939-42, including the British, German, American and Japanese fleets, all rendered in stunning 3D. With historical scenarios, campaigns, computer generated scenarios, and scenario editor. Control divisions, fleets, or single ships in real-time action. Over 90 ship classes, realistic 3D battle damaged sustained by ships, etc. *IBM Requires: 4spCD-ROM, Pen 133, 32mbRAM, 2mbSVGA, hard disk.* *Due Sept.* IBM - $60.00



Fighting Steel

### GREAT NAVAL BATTLES The Final Fury — SSI

A big boxed set containing all FOUR Great Naval Battles, a magnificent World War Two naval combat simulator. With stunning graphics you command single ships up to whole fleets and even an entire country's navy. GNB 1 covers the North Atlantic from 1939-43; GNB II covers the Pacific from 1942-43 during the battles for Guadalcanal; GNB III covers the whole war in the Pacific from 1941-44; and GNB IV, which features not only the Atlantic, but also the Mediterranean and Baltic seas. *IBM Requires: 386/66, 8megRAM, hard disk, CD-ROM, SVGA.* **$50.00**

### OVER THE REICH — Avalon Hill

You command an Allied or German squadron of 16 fighters over WW2 Germany, 1943-45, in this strategy and role playing game. Choose the aircraft, select the pilots and armaments, plot the missions and fight your way to final victory. How long can your squadron survive in the skies? You can fight single battles, plan and fly a mission, or serve a complete tour of duty. With 19 aircraft types, unique pilots, variety of missions. Can be played two player vie e-mail, network, or on the same computer. *IBM Requires 486/66, 8megRAM, CD-ROM, Windows 3.1+.* **$70.00**

### PACIFIC GENERAL — SSI

Welcome to the Pacific, one of WWII's most magnificent battlefields. Features a newly created naval combat model for high-seas realism. Engage in naval combat, including island hopping land battles, with the same exquisite playability as land combat. Campaigns and scenarios are playable as Japanese or American forces - imagine landing in San Francisco as the victorious Japanese! Authentic combat footage brings the War in the Pacific to life, and head-to-head play via modem or network lets you square off against human opponents. Best of all, the powerful all-inclusive Battle Generator can take you way beyond war in the Pacific, because it comes fully loaded with maps and units from Panzer General and Allied General. *IBM Requires Pentium 90+, 16megRAM, 4xCD-ROM, Win'95, 1mbSVGA, hard disk, Window's95.* **$50.00**
**Pacific General Official Strategy Guide** **$27.00**

### PANTHERS IN THE SHADOWS — HPS

Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, over 1,500 weapons systems and 500 different guns, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major round such as AP, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat the "game-system", because the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. *IBM Requires: VGA, hard disk, 3.5"FDD.* **$85.00**
**Panthers in the Shadows Map Builder Add-on Disk** **$15.00**
**Panthers in the Shadows Campaign Disk # 1** Into the Cauldron **$15.00**
**Panthers in the Shadows Campaign Disk # 2** SSLAH in Normandy **$15.00**
**Panthers in the Shadows Campaign Disk # 3** Thunderbolt! **$15.00**
**Panthers in the Shadows Campaign Disk # 4** Heia Safari **$15.00**
**Panthers in the Shadows Campaign Disk # 5** Hell on Wheels **$15.00**
**Panthers in the Shadows Campaign Disk # 6** Sea Lion **$15.00**
**Panthers in the Shadows Campaign Disk # 7** France 1940 **$15.00**

### iPANZER '44 — IM

A tank combat simulator. Command American, Russian or German tanks in the great battles of 1944. Control a single platoon of 3 - 5 tanks or a larger force complete with support vehicles, infantry, artillery, and even air support. Accurately simulates (that is, you can drive them) the three most important tanks of WWII: the M4A6 76mm Sherman, Panther Ausf G, and Russian T-34/85. Includes other tanks, tank destroyers, assault guns, halftracks, jeeps, etc. With eighty combat areas with randomly generated battles for unlimited gaming, four different campaigns, extensive difficulty and realism settings, optionally supports 3D graphics. *IBM Requires: Win'95, Pentium 133, 16mbRAM, 4xCD.* **$75.00**

### PANZER COMMANDER — SSI

An absolutely stunning 3D tank simulator. Lets you test your skill with over 24 driveable tank types from 4 countries! In-tank views include historically accurate driver, main gunner, machine gunner and cupola views. External views include three-quarter, zoom and elevation views. Your crew follow your commands and improve with each successful mission. Has 3 German 3 Russian campaigns, each with over 20 missions. Stand-alone scenarios include 10 each for US, British, German & Russian. Also 12 multiplayer scenarios. Powerful scenario editor lets you adjust over 150 variables. Simulates realistic movement over rough, muddy and frozen terrain, weapons recoil and performance. Tanks you can drive include T-34/85, IS-II, M26, M4 Sherman, Tiger 1, Tiger II, Matilda, Cromwell, etc. *IBM Requires: Pen 133, 16mbRAM, 4spCD-ROM, Win'95.* **IBM - $50.00**

### PANZER GENERAL — SSI

As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning SVGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. *IBM Requires: CD-ROM, 4mb RAM, SVGA, hard disk, mouse, 386DX33+.*
**MAC/WIN'95/DOS - $50.00** **PlayStation - $80.00**
**Panzer General Official Strategy Guide** 360 page book. **$30.00**

### PANZER GENERAL II — SSI

At last it is here - and being played by several of our staff! More than just a sequel, this game is an entire generation beyond anything yet seen in strategy games. Witness the Living Battlefield, a new standard for strategy game artwork, with photo quality tanks, guns, buildings, mountains, roads, etc. With thirty painstakingly crafted battlefields that are faithful to the real ones in WW2. Game play is fantastic, with the campaign starting in Spain, and going onto the Eastern, African and Western Fronts. Includes 12 multiplayer scenarios, and you can design your own scenarios. Thoroughly recommended. *IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, 4spCD-ROM.* **$50.00**
**Panzer General II The Official Strategy Guide** Hint book. **$39.00**

### SILENT HUNTER Commander's Edition — SSI

The game plus Patrol Disks 1 and 2, plus the new Patrol Disk 3, which has 15 historical scenarios and 2 patrol zones, Aleutian Islands and Java Sea. **$60.00**

### SOLDIERS AT WAR — SSI

World War II tactical combat at its finest! A turn-based, squad level combat with all the heroism & action of a good WWII movie. Lead a squad of 8 men through 18 linked scenarios. Experience D-Day and the assault on Monte Cassino, Execute commando raids and fight fierce house to house battles in blasted cities. An extremely flexible mission editor and 10 extra stand alone scenarios make the action endless. Over 40 unique actions per soldiers lets them walk, kneel, crawl, throw grenades, kick-in doors, climb into disabled tanks, etc. Graphics look wonderful, tanks, planes and subs look like 3D miniatures of the real thing. *IBM requires: Pen 120, 4spCD-ROM, 16mbRAM, 2mbSVGA, Win95.* **$50.00**

### STALINGRAD — AH

Avalon Hill's popular wargame is now converted into a computer game. Set in 1942, after five months of German advances on Stalingrad and the oil fields of the Caucasus, the German army has settled in for a bitter winter on the Russian steppes, with their Rumanian, Italian, and Croatian allies to bolster their flanks. But the Red Army has other plans. Stalin, having pulled reserves from every front and military district in the Soviet Union, is about to hand Hitler his first major defeat. This game, featuring stunning graphics, allows you to play the computer or a human opponent, and you can play Axis or Soviet. *IBM Requires: 8 mb RAM, 386 +, VESA SVGA, hard disk, CD-ROM.* **IBM - $70.00** **MAC - $90.00**

### STEEL PANTHERS — SSI

Go tank to tank in this tactical squad level game, set in Europe and the Pacific from 1939-45. This game puts you in command of a single squad up to an entire battalion, as any Allied or Axis nation. In addition to tanks, you command infantry, cavalry, motorcycles, aircraft, artillery, amphibious landing craft, etc. You can play one of several set campaigns and carry your experienced troops through the entire war in the Pacific or Europe. There are also many ready to play historical scenarios, as well as a random scenario generator and powerful editor. *IBM Requires: SVGA, CD-ROM, 8mbRAM, mouse, hard disk.* **IBM - $40.00**
**Steel Panthers Scenarios** 30 new scenarios. **$40.00**
**Steel Panthers Campaign Disk 2** Lead elements of the Soviet 1st Guards to victory from Kursk to Poland and on to Berlin in 17 linked battles; Follow the career of a German general from Poland 1939 to Berlin in 1945 in 20 scenarios; command a Japanese army during the early years of WW2; and 40 scenarios! **$40.00**

### STEEL PANTHERS II Modern Battles — SSI

Here's the modern day version of one of the hotest wargames ever. Lead a single squad or an entire battalion through Europe, Asia and the Middle East from 1950 to 1999. Fight a progressive series of small battles with the same units, while reinforcements replace losses. Re-send numerous conflicts in Korea, Vietnam and the Middle East. Several explosive "what-ifs" erupt in Korea, Canada, Europe and Russia. Includes Operation Desert Storm, and scenario generator and editor. *IBM Requires: 486/66, SVGA, CD-ROM, 8mbRAM, mouse, hard disk.* **$50.00**
**Steel Panthers II Campaign Disk** Command South Korean forces in this hypothetical invasion of South Korea by the North in 1998; an aggressive Germany threatens Europe and battles it out with Britain in Belgian; Germans and French slog it out in the Rhineland; and 30 additional scenarios. **$40.00**

### STEEL PANTHERS III 1939-1999 — SSI

The latest from Gary Grisby and Keith Brors, Steel Panthers III lets players fight larger tactical battles using the same easy-to-use interface featured in their critically acclaimed Steel Panthers I and II. This brilliant tactical wargame includes 6 campaigns and 40 scenarios, as well as a scenario editor that allows you to build your own scenarios, and even link ten of them into a campaign. Players can engage in brigade size battles frome very major historical conflict from 1939 to date, plus hypothetical battles, such as NATO 1998 and Holy War 1999. Includes weapons and units from 20 WWII countries and 40 post WWII countries. *IBM Requires: 486/66, 2xpCD-ROM, 16mbRAM, hard disk, SVGA..*
**Steel Panthers III Official Strategy Guide** **$30.00**
**Steel Panthers III Campaign Disk** 3 new campaigns, France 1944, Suez 1973, China vs Russian 1999, 35 new scenarios, 4 player internet play. **$40.00**

### STEEL PANTHERS ARSENAL — SSI

Includes Steel Panthers I, Steel Panthers II, Steel Panthers III plus 12 additional campaigns and 140 additional scenarios, spread between all these games! IBM details as for SP III above. **$60.00**

### STORM IN THE WEST — Schwerpunkt

A wargamers' wargame on computer, without any "frilly" stuff! With six scenarios set on the Western Front in WW2, including 1940 France, 1944 France and 1945 Germany, and an editor for those "what if" scenarios you want to create. Features hex based maps, supply restrictions, fog of war, Allied politics, Germany early jet technology, operational level units, zoom in and out on the map, 200 ground and air units, maps of France, Low Countries and Germany, basic and advanced game, optional rules, for one to two players. *IBM Requires: 386, 3.5" 1.44mb FDD, 1mbRAM, SVGA graphics, hard disk.* **$60.00**
**LENINGRAD** Version 2.0. A complete game in itself. Covers the 1941 German thrust from the Luga River to Tikhvin, the Russian 1941 winter counter-attack at Tikhvin, the Russian 1942 failed attempt to break the siege, and the overwhelming 1944 attack that forced a German retreat. Also a scenario editor. **$40.00**
**KIEV** Version 2.0. A complete game in itself. Covers the Kleist/Guderian 1941 pocket, the 1943 German retreat to the Dnieper River under heavy Russian attack, the 1943 Russian breakthrough of the Dnieper River, and the 1943 Manstein class spoiling counterattack. Also a scenario editor. **$40.00**
**CRIMEA** Version 2.0. A complete game in itself. Covers the 1941 German attack at the Perekop Isthmus/Ishun Lakes, the breakout into the peninsula, the 1942 Russian winter attack, the spring 1942 German capture of Sevastopol, and the Russian capture of all Crimea in 1944. Also a scenario editor. **$40.00**
**ROSTOV** Version 2.0. A complete game in itself. Covers the 1941 German capture of Rostov, the Russian winter offensive, the spring 1942 German offensive, and the Winter 1943 Russian attacks to cut off and destroy Army Group Don after Stalingrad's capture. **$40.00**
**IZYUM** A complete game in itself. Covers the Russian 1941 winter offensive to destroy the German 1st Panzer Army, the early spring 1942 Russian attack towards Kharkov that ended in disaster, the spring 1942 German offensive, the winter 1943 Manstein "Backhand Blow" that recaptured Kharkov, and the Russian 1943 fall offensive that drove off the Germans. Also a scenario editor. **$40.00**

### The Operational Art of War Vol 1 1939-1955 — Talonsoft

Norm Koger (designer of Age of Rifles, Red Lightning) has created this wargame of his dreams. This Volume 1 gives you the ability to create any battle of any war that occurred between 1939 and 1955. The game scale can range from companies of men to whole corps. With full blown map, unit and scenario editor. Hundreds of tanks, planes and equipment to choose from. Stunning 16 Bit high color graphics in both 2D and 3D modes. A event/political editor that lets you create trigger events that will cause other historical or what-if situations to occur. You can play against computer or human opponents, and has 15 major preset battles, including Kharkov, France 1940, Invasion of Sicily 1943, D-Day 1944, Patton vs Zhukov 1945, Israel 1948, Korea 1950, NATO vs Warsaw Pack 1955. *IBM Requires: Win'95, Pentium, 4spCD-ROM 16mbRAM, 16bit SVGA.* **IBM - $90.00**

### THIRD REICH — AH

Have you ever wondered how WWII would have developed if the Germans had captured Moscow, or invaded Britain? In this faithful adaption of the boardgame you command the armies, air forces and navies of one of the major powers during WWII. The game includes all air, ground and sea forces of all the historical belligerants plus the forces of Spain and Turkey. Players are free to pursue many strategies - this is the perfect game with which to explore all the "what ifs" of the war in Europe. Can be played two player or solitaire against a strong computer A.I. There are four scenarios, 1939, 1942, 1944, and the entire war, 1939-46. *IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM. New price!* **$70.00**

### TIGERS ON THE PROWL — HPS

Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligerents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different tanks, artillery, infantry small arms types, etc. Magnificent. *IBM Requires: VGA, 3.5" FDD, hard disk, 386.* **$85.00**
**Tigers on the Prowl Map Builder Add-on Disk** **$15.00**
**Tigers on the Prowl Campaign Disk # 1** Panzers Forward! **$15.00**
**Tigers on the Prowl Campaign Disk # 2** GD on the Steppe **$15.00**
**Tigers on the Prowl Campaign Disk # 3** Peiper in Russia **$15.00**

### V for Victory Commemorative Edition — 360

All four magnificent V for Victory games released on the one CD! These are true boardwargames transfered onto your computer with stunning SVGA graphics. The four games are *Utah Beach*, which thrusts you into the Normandy invasion of June, 7th 1944 in WW2; *Velikiye Luki*, where as a German tank commander on the Russian front you must break a siege; *Market Garden* where as the British commander you must take and hold bridges across three major rivers; and *Gold-Juno-Sword* which takes you back to the Normandy beaches as a Commonwealth or German commander. *IBM Requires: 386, CDROM, VESA SVGA, hard disk, 3mbRAM,mouse.* **$24.00**

# Post World War II

### 688(I) HUNTER KILLER SUB — EA

Jane's Combat Simulations presents 688(I) Hunter/Killer, the most realistic submarine simulation ever developed for the PC. Master the sonar and weapons control systems, learn to develop real target solutions and outfit your boat with the latest advanced weaponry. Over 12 detailed operating stations. Real-world terrain. Real-life situations. Features multi-player, full 3D technology, and you can manage all of the resources of your submarine, including crewmen training and weapons loadouts. *IBM Requires: Win'95, Pentium 90, hard disk, 16mbRAM, 4spCD-ROM, SVGA.* **$50.00**

### ARMORED FIST 2 M1A2 ABRAMS — Novalogic

Introducing the US Military's newest Main Battle Tank, the M1A2 Abrams. With over 50 challenging missions, command your attack from a panoramic view of the battlefield or take charge of one of 4 different in-tank stations, control multiple platoons in Europe, Asia, Africa and the Middle East. Photo-realistic terrain, realistic objects, easy and advanced play options, multiplay via modem, LAN or internet. If you have MMX technology, the game will also use it. *IBM Requires: Pentium 120, 4spCD-ROM, SVGA, 16mbRAM, Hard disk.* **$50.00**

### COMANCHE GOLD — Novalogic

Includes the enhanced version of Comanche, the best selling helicopter simulator of '97, plus new campaigns and missions, (over 80 in total) in which you must stop the threat of biological and chemical devastation in missions that send you to unstable regions around the world. Also has a mission builder, new weapons loadout options, easy and advanced flight models, and absolutely beautiful graphics. *IBM Requires: Win'95, Pen 133, 16mbRAM, SVGA, 4spCD.* **$50.00**

### FIFTH FLEET — AH

By Avalon Hill, this is the computer game of their board game, where you are in command of 5th Fleet, a Navy Task force in the Persian Gulf and Indian Ocean. You have a full range of hardware at your command, with Nimitz class carriers with Tomcats and Hornets; Ticonderoga class cruisers, F-117A stealth fighters, and P-3 Orions supporting you from shore. The computer handles the non-essential work, leavin you to worry about strategy and command. Hi-res graphics give you crisp, vivid maps and screens. Play against a wily computer opponent at variable levels of aggression and difficulty, or hot-seat a friend on the same computer, or pay via E-Mail. With 19 different countries, over 100 classes of ships, 60 types of aircraft, & 10 scenarios. *IBM requires: 386+, VGA, mouse, CD-ROM, hard disk.* **$60.00**

### HARPOON CLASSIC '97 — IM

Based on the original Harpoon. Features a redesign of the control interface, an introductory quick-start mode, 50 new missions to make a total of 250 scenarios, Free on-line time to Internet play included, upgraded artwork and terrain graphics, control ships, subs and aircraft in four theaters of play. *IBM Requires: 486/33, 4mbRAM, SVGA, CD-ROM, hard disk.* **$50.00**

### HARPOON II Admiral's Set — 360

This is the ultimate contemporary naval wapfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game system. It has 100 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc, you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes.This version includes a new database editor, a new regional conflict in the Middle East, the scenario editor, and on-line manuals. *IBM Requires: mouse, SVGA, hard disk, 4 meg RAM, 486DX or better, CD-ROM.* **$30.00**

### iF-22 Persian Gulf Version 5.0 — IM

The TALON Campaign System creates a completely realistic combat environment and ensures you'll never play the same mission twice. Active point and click cockpit, with new engine and weapons status displays. Realistic flight model. Full virtual cockpit. Three world theaters based in Bosnia, Ukraine and Persian Gulf. Has a new manual, enhanced airfields including improved runways, etc. *IBM Requires: Win'95, 4spCD-ROM, Pentium 133, 16mbRAM, SVGA.* **$75.00**

### JANE'S F-15 JET COMBAT SIMULATOR — EA

You can be up and flying in five minutes. Instant action option includes simplified controls to ensure quick access to your first kill. Training missions have you flying like an ace in no time. Adjustable levels of realism and difficulty. Magnificent graphics and stunning visual effects. Mid-air refueling, smart bomb camera views, radio chatter, 30 different weapons, you can play head-to-head over the internet, modem, network or serial. Design your own missions with a powerful mission builder, relive the Desert Storm through an intense campaign, etc. *IBM requires: Win'95, Pentium 133 with 3DFX card or Pentium 166 without, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM - $80.00**

### JANE'S FIGHTERS ANTHOLOGY — EA

The definitive air combat collection, combines three previous games: *Advanced Tactical Fighters, NATO Fighters* and *US Navy Fighters'97*. Fly top-notch fighters from all over the world, spanning 40 years of aerial combat. With over 100 planes and hundreds of missions, this is the complete dogfighting experience. Includes a mission designer, six campaigns, etc. *IBM Requires: Pentium 90, 16megRAM, SVGA, 6spCD-ROM.* **$50.00**

### M1A2 Abrams — Interactive

Imagine 70 tons of steel and raw firepower thundering across the landscape at 40mph - with you in command! Command a platoon of four tanks or an entire company with other vehicles, artillery and helicopters, from a variety of external views and a mutli-zoom map view. Blast your way through battles and campaigns from Middle Eastern deserts to the Ukranian steppes and the Balkan mountains. Control your tank as driver, gunner or commander. Includes up to date Russian and US equipment, 3 different campaign theatres: Persian Gulf, Bosnia, Ukraine. Unlimited single battles and 8 campaign scenarios. Multiplayer network play *IBM*

*Requires: Pentium, CD-ROM, Win'95, 2spCD-ROM, 16mbRAM.* **$80.00**

### M1 TANK PLATOON II — MicroProse

Here is the most realistic modern ground warefare simulation anywhere in the world. Everything is hyper-real: the thermal view, the trees, the 70 vehicles and even the helicopters that intelligently hide behind hills. The SVGA graphics are absolutely stunning. For more strategic gameplay, mastermind and execute your entire battle strategy using only the map view. You are responsible for every man in your 4 tank platoon, but look after them - they learn from each battle and return to serve you better. And a 3DFX graphics accelerator does wonders for the game! *IBM Requires: Pen 133, 4spCD-ROM, Win'95, 16mbRAM, SVGA.* **$90.00**

### NUCLEAR STRIKE — EA

It's a race against time as you face nuclear terrorism that could trigger World War III. Follow the trail of a madman from the tropical islands of the South Sea to the forbidden valleys of Asia. Command a high tech covert organisation equipped with the latest in military hardware. Swoop across photo-realistic 3D terrain as you lay waste to enemy installations and hardware. With 15 different vehicles to fly or drive, great graphics, enemy and friendlies react to your behaviour, gripping cinematics, customizable interface. *IBM Requires: Win'95, Pentium 133, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM - $50.00**

### POLITIKIA - Tom Clancy — RedStorm

Yeltsin is dead! Russia is in turmoil! Tom Clancy's pre-millennium Russia will challenge you to save a crumbling empire. The death of Yeltsin has left a power vacuum. You belong to one of the eight major factions, including the KGB, Church and Mafia, that have risen from the chaos and are competing to take control of the nation. Includes a free Tom Clancy novel, free unlimited multiplayer gaming over the Internet, and single player game. *IBM Requires: Win'95, Pentium 100, 20mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM - $60.00**
**Politikia Hint Book** **$30.00**

### SSN-Tom Clancy — Virtus

Tom Clancy brings you his first CD-ROM. The mission briefing is that Chinese hard-liners have staged a daring raid on one of the world's last great untapped oil reserves, setting the stage for a rejuvenated Communist dictatorship. Representing the United States, you command an Improved Los Angeles-class nuclear attack submarine, the USS Cheyenne. Over 360 feet long and brimming with state of the art electronic warfare systems, she is the finest fast attack sub in the world. The fifteen missions you encounter during the game lead you through the realistic scenarios which could be taken from tomorrow's headlines. *IBM Requires: Pentium 60, Win'95, SVGA, 8mbRAM, hard disk.* **$50.00**

### SU 27 FLANKER COMMANDER'S EDITION — SSI

From Russia comes the definitive military flight simulator. The first flight sim to fly under state-of-the-art Windows'95 technology. Includes a power mission editor that lets you do everything from single training missions to planning and executing full campaigns. With detailed briefing/debriefing. This is reputed to be the most realistic flight sim ever for the PC. *SU 27 Flanker Mission Disk* Includes 150 new missions, a new 16 player multiplay capability over local area networks, significant enhancements to enemy AI, extended mission editor. *IBM Requires: 486/66, 8mbRAM, 1megSVGA, hard disk, 2spCD-ROM.* **$50.00**

# Science Fiction

### 7th Legion — EMG

Centuries ago, the Chosen abandoned a dying Earth. Now they're coming back...and they are in for a rude welcome. An absolutely stunning graphic game featuring real-time action/strategy focusing on battle rather than micromanagement, from 1 - 8 human players, night missions and fog, progressive tech levels, 26 different attack units can be fielded, battle cards enable awesome global attacks and power-ups to turn the tide of battle, intense cinematic scenes, 40 massive missions including indoor and night scenarios, multiplayer or head to head via modem. *IBM Requires: Win'95, 16mbRAM,Pentium 100+, CD-ROM.* **$50.00**

### ARMOR COMMAND — Ronin

A sci-fi tank simulator and strategy game. Multi-perspective design - in-your-face third person perspective immerses you into the action, also has top-down views to give strategic commands to your forces, and you can zoom and pan around the battlefield from any angle. With two full scale campaigns with training missions for a total of 44 missions and over 60 hours of gameplay. Brave harsh terrain conditions, including weather, lava, ice, desert and acid while extracting rich resources from lost planets. Utilize precious minerals to build a variety of vehicles and buildings - scouts, light and heavy tanks, helicopters, etc; upgrade shields, armor, speed, stealth, etc. You can play as human or alien. Can be played multi-player. *IBM Requires: Pentium 90 with 3D accelerator 2mb card or Pen 166, Win '95, 4spCD-ROM, 16mbRAM, hard disk, SVGA.* **IBM - $70.00**

### BATTLECRUISER 3000 — GameTek

A spaceflight simulator, conquest and exploration supergame. Combines strategy, space combat simulation, and resource management, all in an exquisitely detailed and expansive 3D universe. You command a mighty battlecruiser, part battleship, part carrier, part explorer - all muscle! With a crew of 75, four Interceptor fightercraft, and an awesome array of weaponry, you take the controls of the battlecruiser to carry out GALCOM's directives. *IBM Requires: Pentium, CD-ROM, 8mbRAM, SVGA.* **$90.00**

### BATTLE ISLE PACK — BlueByte

Contains three classic products: *Battle Isle II*, a huge futuristic wargame of massive tank, ship and aircraft battles with detailed 3D display of all units, *Battle 2 Scenery CD Titan's Legacy*, with 16 new computer maps, 10 new multiplayer maps, 6 new units, etc, and *Battle Isle III Shadow of the Emperor*, with 60 minutes of live video sequences and digitised speech, 64 different weapons, a tutorial, etc, of futuristic warfare in the air, on the ground, and the sea. *IBM Requires: 486/33, Win 3.1+, 8mbRAM, 2spCD-ROM, SVGA.* **$45.00**

### BATTLE ZONE — Activision

You are the high-level Commander making decisions from your own war-ravaged tank. Lead your futuristic US troops on a mission to gain control of a superior alien technology in the true "space race" against the Soviets...or cross enemy lines to the Soviet side. Pilot one of 25 anti-grav war machines. Wield 25 devastating weapons. Co-ordinate full-scale attacks with over 30 unique units such as tanks, infantry and mobile assault turrets. Call in artillery, deploy wingmen - all this while still in your tank. Lose your vehicle in battle? Grab your sniper rifle and take over an enemy vehicle. Fight over seven distinct terrains on moons and planets. *IBM Requires: Pen 120, 16mb RAM, 2spCD-ROM, Win'95, hard disk.* **IBM - $95.00**

### BLADE RUNNER — Westwood

Immerse yourself in the dark, gritty world of Las Angeles 2019, where you become the hunter and the hunted. Groundbreaking real-time story structure creates a unique experience every time you play. Stunning visuals, as well as atmospheric smoke, fog, fire, and rain that effect your character in real-time. Four CDs with over 100 interactive environments including the original movie sets. Interact with over 70 characters with their own agendas. *IBM Requires: Win'95, Pentium 90+, 16mbRAM, 4spCD-ROM, SVGA, hard disk/.* **$80.00**

### BABYLON 5 SCREEN SAVER Shadow Wars — SS

The other B5 screen saver has sold out, but a new limited edition has come out, and we still have stocks. This all new limited edition CD-ROM packs a vast collection of multimedia matter: 25 video clips, 75 wallpaper scenes, icons and animated cursors, plus a multi-level arcade style shoot'em-up where you control a Starfury in a game like *Space Invaders*. *IBM Requires: 486/33, Win 3.1+, 8mbRAM, 2spCD-ROM, SVGA.* **$40.00**

### BABYLON 5 The Official Guide — Sierra

This interactive reference guide to Babylon 5 is loaded with hundreds of photos, sound and video clips, from the inner workings of the space station to the outer reaches of the galaxy. Details each type of weapon, technical specifications and video clips of 30 alien and human spacecraft, a guided tour of the station, histories of governments, a directory of key characters, and places of interest. *IBM Requires: Pen 90, Win '95, 16mbRAM, 4spCD-ROM, SVGA.* **$50.00**

### COMMAND & CONQUER + Covert Ops — Westwood

This game has received rave reviews, and for good reasons. It plays like a science fiction version of *Warcraft* but with heaps of cinematics connecting together the missions and battles. The game revolves around the Global Defense Initiative as they attempt to stop the Brotherhood of Nod, a group of terrorists, from taking over the world. You command and better your bases, unite or divide your forces, develop and utilise guerilla tactics, all combat is real-time. There are heaps of weapon types, great sound, & 60 minutes of cinematics. *Covert Operations* includes 15 new missions and 10 new multi-play battle arenas. Missions are not sequential, you can play the missions in any order you desire. 8 missions are NOD, 7 are GDI. There are seven new audio tracks. *IBM: 486/33, CD-ROM, 8mbRAM, VGA.* **IBM - $50.00** **MAC - $90.00**

### Command & Conquer for Windows

New Windows'95 features include Internet head to head, SVGA graphics, screensavers, smooth scrolling screen, see four times the battlefield/new screen sidebar. *Requires: Pentium, Win'95.* **$75.00**
**Command & Conquer** For the Playstation with 6 new levels. **$55.00**

### RED ALERT

This is a complete game, the sequel to C&C. Dark experiments have permanently altered time. Or have they? Soviet tanks crush city after city while Allied cruisers shell bases. Spies lurk, land mines wait, and strange new technologies aid both sides in their struggle for ultimate control. With three new units and structures to choose from including MiGs, spies, destroyers, submarines; create battlemaps with new terrain editor, over 40 missions to play and dozens of multiplayer maps, three game difficulty settings, battlemaps are twice as large, dozens of close-ups and action movies. *IBM Requires:Pentium 75, 8mbRAM, CD-ROM, SVGA, hard disk.* **Playstation - $90.00** **IBM - $80.00**
**Prima's C&C Red Alert Secrets & Solutions Unauthorised Hint Book** **$30.00**

### Red Alert Counterstrike

The official expansion. Features 16 new missions, over 100 new multiplayer missions, new units including Tesla tanks, Elite Super Soldiers, Wonder Dogs, Superjets; the key to unlocking giant ant missions, new music, 3 difficulty settings, etc. **$40.00**

### Red Alert: The Aftermath

An official add-on. With new Allied units that include stealthy Chronotanks, unit-repairing field mechanic, explosive demolition truck, new Soviet units include a formidable Tesla tank, a sea-to-land missile submarine, electrifying shock troopers. 18 new missions, 100 new multiplayer maps, some being twice the size. **$30.00**
**Ace's Revenge** A whopping 2,000 level maps for *Red Alert*. **$30.00**

### CYBERSTORM Corporate Wars — Dynamix

The first tactical simulation with turn-based and real-time combat. It's the year 3569. In the Typhoeus system, a newly discovered jumpgate will allow massive expansion and wealth to the corporation that controls the gate. Eight corporations will fight for it. With a feel similar to *Red Alert*, lay minefields, fire radiation beams, cloak to advance, every enemy is different, has heaps of opportunities for customizing your mecha and other vehicles (27 different vehicle chassis with 300 devices & weapons), upgrade your facilities, allow construction of heavier units, etc. *IBM Requires: Pen 133, 24mbRAM, 4spCD-ROM,SVGA, Win'95.* **$70.00**

### DARK COLONY — Take2

A sci-fi based real-time strategy game in the vein of *Red Alert*. It has been 200 years since man reached Mars. Now corporations battle over habitable systems with each other and aliens. Defend against all enemies, alien or domestic. Features UFO motherships dropping facility upgrades, the ultimate ground assault warriors, unique realistic destruction - massive fiery explosions send units rolling, disintergrating, even dissolving. Fire and smoke have a realistic, translucent look; large, highly detailed units that explode in a much more spectacular fashion. You can transfer command units from one campaign to the next. Up to 8 players, over 40 missions, jungle, desert and underground terrain types. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 2spCD-ROM, SVGA, hard disk.* **$70.00**

### DARK EARTH — MicroProse

A real-time graphic adventure. Earth is a dark world. Dust and debris chokes the air and your flesh is being attacked by a deadly virus. Poisonous rain drifts across the black sky; animal and plant life has all but died out. In this unforgiving landscape you must uncover a secret that will help restore the one thing that can save all humanity - Light! Fight treacherous, greedy and bizarre characters in fully controlled combat. 100 unique characters, 26 minutes of video scenes, 260 pre-rendered camera views. Easy to control character movement, combat, conversations, and inventory management. *IBM requires: Win'95, Pentium 75, 8mbRAM, 4spCD-ROM, SVGA.* **IBM - $80.00**

### DARK FORCES - STAR WARS — LUC

DOOM meets Star Wars! With graphics and world details the equal of Doom, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Rebel Alliance, trying to track down the Empire's latest doom weapon - an army of cybernetic doomsday warriors. You have to infiltrate many Imperial bases, crawl through sewers, fight battles with Stormtroopers, automated defense drones, aliens, etc, as you try to stop this latest Imperial strategy. The game is difficult, with more to do than just explore and shoot everything that moves. But if you find the game too hard, there are heaps of cheats on the bulletin boards. There are around nine different weapons, including hand grenades, blasters, rocket launchers, etc. Good fun! *IBM Requires: 486/33 +, 8 mb RAM, CD-ROM, VGA, hard disk.*
**IBM - $40.00** **MAC - $40.00** **PlayStation - $90.00**

### DARK REIGN — Activision

This is one of the best looking *Command & Conquer* style games. A colossal war between the Imperium and the Freedom Guard is annihilating your world. To save your civilization you must enter the heart of an empire at war. Vanquish both military powers and alter the destiny of a galaxy. With stunning graphics, you can create missions and maps easily, the AI is highly responsive and unpredictable, command over 35 units such as suicide bombers, hostage takers, saboteurs, etc. Head to head via modem, or up to eight players on a network; units travel slower uphill and faster on roads, you can set waypoints, units can hide in ravines or underground, etc. Looks good. *IBM Requires: Pentium 90+, 16mbRAM, 2spCD-ROM, hard disk, SVGA, Win'95.* **IBM - $50.00**
**Dark Reign Unauthorise Game Secrets** Hintbook. **$30.00**

### DARK REIGN EXPANSION

Enter a warring galaxy as either the Freedom Guard or the Imperium ShadowHand Admiral. Engage in the epic battle for control of a newly discovered technology. With over a dozen new units which make up the two new armies, 20 new missions, all-new multiplayer missions and over 100 multiplayer maps, and an enhanced construction kit to make multiplayer maps. **IBM - $30.00**

### DEADLOCK II Shrine Wars — Accolade

Build an empire, dominate a world. This is an exciting game of strategy, resource management and military conquest. It is not a *Red Alert* style game, it seems more like *Civilization* in space. Take control of one of seven races as you search for the secret power of an ancient civilization. Features free Internet play, solo and multiplayer, 9 new combat units, expanded sea and air combat, 14 new buildings, 13 new technologies, 2 new world types, a new AI to battle against, ability to establish player alliances, and a Colony Assistant to automate those mundane tasks. *IBM Requires:Win'95, Pen 90, SVGA, 16mbRAM, 2spCD-ROM.* **$75.00**

### DEFIANCE — Visceral

A Quake style game. It's a brand new day. You're testing an awesome new one-man gunship and you're blasting the hell out of those stationary targets. Suddenly the walls come crashing down and the test is no longer a test. It's a battle for survival. All hell breaks loose as eighteen different nightmarish monsters try to kill you. They attack from everwhere, including from below and above. Solve baffling puzzles to advance between levels. Navigate 13 levels of intense action. Immersive 3D cinematics between levels, and, if you ever get there, an epic movie at the shocking conclusion! *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA, 2spCD-ROM, hard disk.* **$70.00**

### DESCENT: FREESPACE The Great War — Interplay

*Descent* goes flightsim with this revolutionary game! The heartless Shivans emerged through subspace near Earth, harboring technology light years ahead of anything seen before. They made no attempt to communicate. They did not respond to our communications. They simply attacked - and destroyed everything in their path. 30 branching single-player missions, 20 multiple-player missions, 3 unique species, each with their own tactics, ships, characteristics; over 40 stunning real-time ships, including the unbelievably big capital ships; create your own missions, up to 12 players over the internet. You fly 8 different fighters and bombers, you can engage the capital ships' moving gun turrets, and can selectively target enemy ship subsystems. Damn! I wish I had the required system specs! *IBM Requires: Pen 133 with 3D accelerator, or Pen 166 without, Win'95, 32mbRAM, 8spCD-ROM, hard disk, SVGA.* **IBM - $90.00**

### The Depths of DOOM Trilogy — idSoftware

Includes *The Ultimate Doom, Doom II* and *Master Levels for Doom II*, (which have 3,000 levels for *Doom II*.). *Requires: 2spCD-ROM, 386/33+, hard disk, 4mbRAM,VGA.* **IBM - $50.00**

### DOOM II — idSoftware

Now available for DOS and Windows '95. You continue to play the tough Marine. You beat the bad guys in DOOM I, but now they have invaded Earth, and you have 30 levels in which to try to rescue your world from certain doom. *Requires: 2spCD-ROM, 386/33+, hard disk, 4mbRAM, VGA.* **IBM - $20.00**

### DUKE NUKEM ATOMIC — 3DRealms

With fantastic 3D scenarios you battle sinister aliens through the battled streets of LA in the future, where through many levels you escape a prison nightmare and fight through streets and buildings to reach the alien leader's orbiting station, and then onto the surface of the moon itself. Enemies fly on small scooters, you get to swim and fight underwater; weapons include automatic sidearms, rocket launchers, pipebombs, etc. You can run, jump, crawl, swim, and use a jetpack. Also great for multi-player free for alls, joined via null-modem or modem or network. Has 28 levels. This special uncut version includes five controversial scenes, 11 strategically unique weapons, a powerful 3D level editor, and a brand new episode. *IBM Requires: 486/66, CD-ROM, VGA, 8megRAM, hard disk.* **IBM - $50.00** **MAC - $90.00**
**Duke Nukem Game Secrets Unauthorised Hint Book** Detailed maps for every mission, locations of all secret places, cheat codes, etc. **$28.00**
**DUKE NUKEM 3D Kill-A-Ton Collection** Includes Duke Nukem 1 and 2, Duke Nukem 3D, Plutonium Pak, Duke it Out in DC, Duke! Zone II, Duke Xtreme, Interactive Strategy Guide, and Level Editor. **$60.00**

### Duke CARIBBEAN

Duke goes on vacation to the Caribbean, but the alien scum drop in for a little vacation of their own. But the unwelcome beach invaders are in for a little surprise. With seven new sun-saturated levels, a secret wave crashing level, 4 Dukematch levels, new beach-clad monsters, new sand-blasting weapons, new music, etc. **$30.00**

### Duke Nuclear Winter

There's diabolical danger in the northern Ice-Land. Alien scum have taken over, and Santa & his little elves need rescuing! With 7 icy new levels, new arctic monsters including giant, lethal snowmen, new winter and wonderland art. Visit Santa's castle! **$30.00**

### EMPEROR OF THE FADING SUNS — Segasoft

From the roleplaying game, *Fading Suns*. Enter the realm of the Fading Suns, and become emeshed in a bold, Gothic world where advanced technology has plunged the galaxy into a new Dark Age. Explore new planets, research forbidden technologies and control the growth of an empire. Wage war with up to four opponents, Colonial outposts come to vivid life through fully realized environments teeming with trade and treachery. Continually evolving storyline provides multiple ways to win. *IBM Requires: Win 95, 486/66, 16mbRAM, 2spCD-ROM, hard disk.* **IBM - $50.00**

### EXTREME TACTICS — MS

A great looking *Red Alert* style game. Two clans want control of the planet's remaining energy source. Both command an arsenal of deadly war machines. Choose your vehicle design, artificial intelligence, and and strategy as your personality will permeate the game to an extent unmatched in other real-time games. With unlimited replayability provided through thousands of possible customized vehicles. Multiplayer or single player. Utilize stealth technology. Capture enemy vehicles with computer virus pods or shake them apart with sonic disrupter weapons. Recycle wrecked war machines with the scavenger vehicle. Teleport vehicles across the map using advanced technology gates. *IBM Requires: Win'95, Pentium 90, 16mbRAM, 4spCD-ROM, SVGA.* **$50.00**

### FALLOUT — Interplay

A roleplaying game in the tradition of the classic *Wasteland*. 1,000 people have been living in a nuclear fallout shelter for 80 years following a worldwide nuclear holocaust. But the water recycler has broken down, and you are chosen to go to the surface to find a computer chip to fix it with. With gorgeous semi-top-down 3D graphics there are 50 mini-quests with multiple solutions that take you through devastated wastelands. A meticulous turn based combat system lets you wound, cripple or kill. You can make your own character. Improve your characters skills through play. When you interact with other characters in the game, they will remember your attitude in later meetings. If you insult some-one, don't expect them to be nice to you later.*IBM Requires: Pentium 90, 1megSVGA, 16mbRAM, 2spCD-ROM, hard disk.* **IBM - $50.00**

### FINAL LIBERATION Epic Warhammer 40,000 — SSI

Games Workshop's Epic Warhammer 40,000 Space Marine game becomes a computer wargame! This is a turn-based strategy game that puts you in charge of vast armies (similar to *Warhammer Fantasy: Shadow of the Horned Rat*). Commanding the movements of the Imperial Guard and their devastating war machines, you fight the loathsome orks. The game has two main modes. The primary mode will be a campaign with you commanding the human forces, including Ultramarines, Imperial Guard, Emperator Titans, Thunderhawk Gunships, etc; the second option is a free for all between networked players or verses the computer. In this you play orks or humans. Graphics are stunning. There are 85 unit types to command. *IBM Requires: Pentium 90, 16megRAM, SVGA, hard disk, 2spCD-ROM, hard disk.* **$50.00**

### FORSAKEN — Acclaim

A 3D flight simulator like *Descent*. An experiment gone wrong caused an uncontrollable fusion reaction to rip through the Earth, leaving nothing more than a lifeless husk. Devoid of atmosphere and bathed in the searing radiation of the sun, the planet has been condemned. You are among the forsaken few who invade the now abandoned settlements to collect what little fortune was left behind. With stunning 3D graphics, full 360º movement including up and down, 25 obliterating weapons, and follwing boulders, falling ceilings, sucking Turbine Fans, piercing spikes, etc. *IBM requires: Win'95, Pen 133, 4spCD, SVGA 16mbRAM.* **$90.00**

### GALACTIC CHALLENGE — SSI

Four sci-fi games in one pack, being *Star Control I* where humanity is about to be destroyed by a savage coalition of alien races; *Star Control II* where the war is over and humanity can now explore and colonise 500 stars with 3,000 planets; *Renegade Battle For Jacob's Star* where you command a squadron of starfighters in the Renegade Legion universe; and *Gateway* where a portal has opened to a place fraught with danger and wonders. *IBM Requires486/66, CD-ROM, hard disk, 4mbRAM, SVGA.* **IBM - $60.00**

### GUNDAM 0079 The War for Earth — Presto

A futuristic new universe is at your command. It's universal century 0079. Off-planet cylindrical space colonies represent Earth's only hope for the future. But the Duchy of Zeon longs for freedom, and they'll stop at nothing to get it. Don the prototype Gundam 0079 Mobile Suit and lead the United Federation into battle against the forces of the Zeon aggressors. This gripping 3D adventure gives 360º movement and viewing. With great graphics, you can select from a varity of weapons, an option of 1st or 3rd person views. *IBM Requires: Win'95, Pen 90, 16mbRAM, SVGA, 4spCD-ROM, hard disk.* **MAC or IBM - $45.00**

### HEAVY GEAR — Activision

This new mech combat game, based on the Heavy Gear roleplaying game, leaves all others behind! With a stunning, fluid animation system. Highly detail buildings, rocks, rolling 3D terrain that looks like terrain! You can build a heavy gear from scratch with one of 16 customizable chassis, or pilot one of the 16 provided Heavy Gears. Deploy squadmates and call in air and artillery strikes while you pilot your own heavy gear, has stunning cut-scenes and character based missions. Features huge mobile landships. You can kneel, side-step and crouch. Very highly recommended. *IBM Requires: Win'95, Pen 90, 16mbRAM, SVGA, 4spCD-ROM, hard disk.* **$50.00**
**Prima's Unauthorised Game Secrets of Heavy Gear** **$30.00**

### I-WAR — Ocean

This is a sci-fi flight simulator featuring stunning graphics, with story driven missions. Chapter One - Rebellion. We have known two centuries of endless conflict. Two centuries in which the Commonwealth has failed to bring justice to a troubled universe. The situation is critical and duty must prevail: your duty. This is the time to focus the power of the mighty Dreadnaught and make a difference in humanity's infinite war. You are the captain of a Dreadnaught class corvette, but can also jump to weapons, navigation or damage control consoles. Looks good! *IBM Requires: Win'95, 4spCD-ROM, Pentium 90+, 16mbRAM, SVGA.* **$80.00**

### ID ANTHOLOGY — idSoftware

A collectors edition boxed set containing all of id's old games such as *Hovertank 3D, Dangerous Dave, Shadow Knights, Wolfenstein 3D, Spear of Destiny*, their more famous games: *Ultimate Doom, Doom II, Master Levels for Doom II, Final Doom*, and *Quake I*, and nubmer of titles for the MAC, and id Anthology dogtags, a pewter miniature of the Cyberdemon, and a book about id. *IBM Requires: Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8mesRAM.* **$90.00**

### IMPERIUM GALACTICA — GT

A new empire-building space game. You begin as a Lieutenant on a Destroyer, charged with restoring peace to a newly discovered sector. Scale the Imperial ranks and your missions become increasingly challenging. New technologies, new weapons, new responsibilities. Only you can decide how to balance warfare, colony management, research and production. Succeed and your objective expands. Sustain the Old Human Empire through diplomacy or brute force. There are seven alien races, two renegade human empires, endless worlds, endless wars. With 174 structures to build on colonies, control up to 93 planets, real time space battles, and 75 technological breakthroughs to be made. Also has one hour of full motion video clips of the storyline. *IBM Requires: 486/100+, 8mbRAM, SVGA, hard disk, 4 speed CD-ROM.* **IBM - $50.00**

### INCOMING — Rage

Designed from the outset to fully utilise the emerging Pentium II and APG technologies, *Incoming* offers relentless arcade action in a uniquely dynamic, interactive 3D theatre of conquest. Hard-core gameplay switches seamlessly from ground based defence to full power airborne attack invoking truly immersive terminal addiction. Set in the late 1990s. With diverse vehicles and weapons modes, uniquely dynamic lighting effects. Full 3D spatial sound support, state of the art 3D game environment. *IBM Requires: Pen II 233, 32mbRAM, Win'95, 2spCD-ROM, AGP compatible accelerator card.* **IBM - $85.00**

### INCUBATION Battle Isle Phase Four — BlueByte

Travel to the colonised planet of Scayra, and enter the dark and terrifying world of Incubation, the latest episode in the Battle Isle Saga. The alien natives have mutated into blood-thirsty monsters, and its up to you and your squad of marines to save the colonists from them. With real-time 3D environment, 35 turn based, tactical missions, 5 distinctive battlefields, 30 different soldiers, 11 different monster types, 24 weapons, 17 equipment, and can be played multi-player. *IBM*

*Requires: Pentium 90, 16mbRAM, hard disk, SVGA, 2xpCD-ROM.* **$50.00**

**Incubation: Wilderness Missions** Lead your marines through jungles, ruins and scrap yard landscapes - 3 all new operation areas. A campaign with 39 new missions. New bad guys to fight. New weapons. Create your own complex, fantastic worlds with a professional Level Editor. **$40.00**

**Incubation: Hidden Worlds** For years they have lain dormant, hidden from the prying eyes of the human race. But now they are awake and responding to the warcry of their kinfolk. Amongst the hidden depths of the planet Scayra are 10 extra missions. Some missions are damn hard! IBM - $30.00

## JEDI KNIGHT - Dark Forces II — LucasArts

I'm really excited about this game. *Jedi Knight*, the sequel to *Dark Forces*, the *Doom*-style 3D Star Wars action game. It has all the features you want, including multiplayer capability. Kyle Katarn is a young mercenary sent to infiltrate the Empire. He embarks on a quest into his past and learns the mysterious ways of the Jedi. With this knowledge, he must stop seven dark Jedi from unlocking the powers of a hidden Jedi burial ground. This task forces Katarn to confront his own dark past. He then must decide his own destiny, as the dark side beckons him strongly. If he resists and follows the light side, he has a huge job ahead of him. Each of the seven dark Jedi have their own special characteristics - one fights with two lightsabers. There are a variety of weapons, old and new. The most exciting new weapon is the lightsaber. Basic force powers include enhanced jumping, seeing through walls, healing powers, telekinesis, etc. Looks fantastic. *IBM Requires: 4xpCD-ROM, 16mbRAM, hard disk, Pentium 90, mouse, SVGA.* IBM - $80.00

**MYSTERIES OF THE SITH** Fourteen new levels with 13 total new locations, including wampa-infested swamps, the foreboding fortress of Ka'Pa the Hutt, and the subterranean catacombs of a temple deep within the planet Drommund Kaas. You play a new character, Mara Jade. There are four new weapons, five new force powers including Saber Throw, over 24 new enemies including torture droids, pirate raiders and the rancor! **$40.00**

## LIBERATION DAY — InteractiveMagic

On August 12th, 2312, contact was lost with the planet Nu Haven. The colony has fallen into enemy hands, and when the survivors began to arrive back on Earth, no one believed the horror they described. Now we're sending you in to rectify the problem. Features turn based tactical battles and strategic management. Fight against three different alien races. 50 scenarios let you wage war across four continents. Field ground, sea and air forces, 70 unit types and 79 active structures altogether. Modem or network support. *IBM Requires: Win'95, SVGA, 4xpCD-ROM, 16mbRAM, Pentium '90.* IBM - $75.00

## MASTER OF ORION II — MIC

This game has gone straight to being my No. 1 favorite space colonisation and conquest game. No other game even begins to compare. You can start with just one planet with low tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. There are thirteen different alien races, including insects (my favorite, who produce very efficiently), subterraneans, psilons, humans, etc. When you meet other players you can ally them, conquer them (and you *don't* have to exterminate their populations - at last! You can simply stick your marines on the planet and the aliens serve you.) or you can form trade or tech research agreements. I made an alliance with one computer opponent and he never once backstabbed me, nor me him. There are hundreds of tech levels and fields to develop, eventually letting you build over thirty different structures on your colonies - and this is my favorite part. There are many different types of worlds, volcanic, desert, water, rich, and the graphics are completely stunning and mesmorising. And as you later terraform and soil enhance these worlds, their appearances change. And the music is so relaxing and peaceful, that one of my friends falls asleep playing this game. I find the game relaxing and fulfilling. *IBM Requires: 486/100+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard.* IBM - $50.00 MAC - $90.00

**Master of Orion II Official Strategy Guide** **$30.00**

## MAX2 — Interplay

A *red-alert*/*red-alert* style game. We belong to the Concord, an alliance of alien races of which humanity has only recently joined. They provide the technology and the weapons of war. We offer the traits that set us apart from every other race in the concord - aggression and the talent to wage war. But against the insectoid Sheevat, it may not be enough...With over 80 land, sea and air units which can be upgraded to create thousands of variants; you are in complete control of your units; unit personalities & morale change as they experience victories and defeats; a built-in scenario editor, & detail 3D terrain. *IBM Requires: Pen 133, Win'95, 16mbRAM, 2xpCD-ROM, hard disk.* IBM - $90.00

## MECH COMMANDER — Microprose

The first Battletech game of tactical combat. With an engine similar to *Red Alert*, you command many mechs instead of just one. Each mech is animated with over 100,000 individual frames. There are over eighteen mech chassis such as the Raven, Mad Cat, and Atlas. The mechs even leave footprints on softer terrain, so you can determine what sort of enemy mech you are chasing by seeing how deep the foodprints are - assault mechs leave deep footprints! You can salvage, repair, and use captured enemy mechs. You command up to 12 mechs. Repair, upgrade and organise your entire unit. Buy new mechs, weapons and pilots with resource points gained by winning missions. 30 great missions. *IBM Requires: Win'95, Pentium 120, 16mbRAM, 4xpCD-ROM, SVGA.* IBM - $90.00

Mech Commander

## MECHWARRIOR II — ACT

The opening cinnematic sequence of Wolf Clan mechs engaged head to head with Jade Falcon mechs is both breathtaking and has a music score without equal. Game play has the ability to use one of 15 different Clan omni or second line mechs. You can make custom pods with your own weapon choices for any omnimech. You can fight trial of grievances, practise as a cadet, or join full scale campaigns of taking on the opposing Clan. The game is set in 3057 and focuses on the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. *IBM Requires: 486/66 minimum, 8mbRAM, CD-ROM, 45mb hard disk space minimum, VESA SVGA, DOS 6.0 OR Windows'95. Includes NetMech.* IBM - $30.00

**Mechwarrior II Hint Book** **$40.00**

**Mechwarrior II Mercenaries** You are a mercenary, caught in a brutal war between two rival houses of the Inner Sphere. Honor and glory have yielded to betrayal and greed. Now a combat hardened warrior, your quest leads you to pilot your mech into darker, more desperate realms. You accumulate C-Bills and salvage from each mission, allowing you to build an elite mercenary unit. You can follow set missions to save Terra or play unlimited random missions for all out mercenary combat. With dazzling cinematics, stunning graphics. This is a complete game. *Requires as Mechwarrior II.* **$30.00**

**Mechwarrior II Mercenaries Official Strategy Guide** **$30.00**

**Mechwarrior II: Titanium Trilogy 3-D Accelerated** With both the classic and 3-D accelerated versions of *Mechwarrior 2, Mechwarrior 2 Mission Pack*, and *Mechwarrior 2 Mercenaries*. And does the game look different with the 3-D accelerated graphics running! Also features a new graphics engine, continuous non-linear missions for endless hours of gaming, smoking missiles, burning ruins, new weapons, ten very realistic worlds, etc. *IBM Requires: Pentium 100, (133 for 3D accelerator), 16mbRAM, 2xpCD-ROM, SVGA, Win95.* **$50.00**

## netWAR — HeadLand

This is an on-line game only. In netWAR's multi-player war zone, it's kill or be killed in arcade-style combat more exciting than anything you've seen online before. Easy to load and easy to learn, with great graphics and gameplay. Includes one full year of online gameplay. Up to 30 players can be online in one game, with huge weapons, jet packs, tanks, choppers, flamethrowers, hydrofoils, etc. you can play solo or in teams of four. *IBM Requires: Win'95, Pentium 90, 16mbRAM, 4xpCD-ROM, hard disk, SVGA, 28.8 kps modem.* IBM - $50.00

## OUTWARS — Microsoft

You've just landed on the endangered species list. Swarms of exoskeletal aliens are ripping a merciless path of annihilation through the galaxy. Your outposts have fallen - your drop zone just became the front line. Strap a jetpack to your battle armor and select from the lethal array of weaponry - you and your squad are all that stands between Earth and the savage horror of the relentless Skull hordes. Features vertical combat zones, caverns, the Skulls attack and ambush from every direction, they hunt in packs and learn from their mistakes, after each mission, equip yourself wisely and you might survive. *IBM Requires: Win '95, Pen 133, 16mbRAM, 4xpCD-ROM, SVGA, hard disk.* IBM - $85.00

## OUTPOST 2 Divided Destiny — Dynamix

Another *Red Alert* style game. Earth is just a distant memory. All that remains of mankind is the handful of humans that chose to follow you to the stars. But your newly colonised world faces a danger even greater than the one that chased you from Earth - yourselves. Command one of two rival colonies through 24 challenging, real-time missions. Includes volcanoes, meteor showers, natural disasters, 140 different vehicles and buildings, night fighting, research and morale, single or multiplayer. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4xpCD-ROM, SVGA.* **$50.00**

## PAX CORPUS — Cryo

A 3D adventure. Plunge into the strange world of Oz Nama alongside Kahlee, a dangerously seductive mercenary. It is a world where female warriors of the Alcyon Corporation have broken the natural balance by massacring the masculine popular throughout the entire planet. Load your blaster, get ready to move fast, and set off for an adventure to solve the mystery of the Pax Corpus, If you can resist the charms and trickery of Kyiana Soro, you may be able to help Kahlee to free Oz Nama from a dreadful creation - a project that gives eternal life at the cost of all freedom of thought. *IBM Requires: Pen 90, 4xpCD-ROM, 16mbRAM, Win'95, hard disk.* IBM - $55.00

## PAX IMPERIA Eminent Domain — THQ

The ultimate in intergalactic strategy and combat. Explore and colonize hundreds of inhabitable worlds in one of the largest game universes ever created. Once colonies are established, they can either be left alone or carefully managed. To excel you need to juggle economics, research and develop hundreds of new technologies, build planetary assets, and establish foreign relations. You can use game or personally created alien species. You can design and field massive armadas, to go head to head with other civilizations. *IBM Requires: 486/100, 2xpCD-ROM, 16megRAM, SVGA, hard disk..* **$50.00**

**Pax Imperia Official Strategy Guide** **$30.00**

## QUAKE — idSoftware

The next game from the people who brougth us DOOM. And this is a fantastic improvement - and very popular. It's not far in the future, and scientists develop a Slipgate Device. But an alien terrorist instigates a war via Slipgates before our technology is perfected - and his name is Quake. Man plans to strike at Quake and take the war to him - but Quake strikes first. The military headquarters is overrun, and you are the only survivor. But you fight your way to one of Quake's Slipgates - and now you are taking the war to him! Featuring dark, atmospheric, stunning graphics as you claw your way through level after level. And the details on all characters is fantastic, even when the enemy are close, the SVGA still present a detailed, focused image. Weapons include double barrelled shotguns, nailguns, perforators, grenade launchers, rocket launchers, and the Thunderbolt - try it. You'll like it. Use the same technique as watering your rosebush. The aliens throw all manners of ugly things at you to try to stop you. *IBM Requires: Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8megRAM.* IBM - $50.00 MAC $90.00

**Quake Mission Pack No.1 Scourge of Armagon** 15 beastly new levels in three monster infested episodes. Also an all new Death match Level. Features Gremlins, small blood-thirsty creatures that attack in swarms and can steal your weapons and use them against you. Centroids, armor-plated Scorpion cyborgs with twin nailguns. New weapons include a war hammer, a Laser Cannon and Proximity Mines; & new architecture. *Requires as above.* **$19.00**

**Quake Mission Pack No.2 Dissolution of Eternity** Features Hell's Fortress - after battling through seven terrifying levels you will find yourself in the Tomb of the Overlord. The Corridors of Time - lost in a world of eight horribly mad levels, you begin to unravel Quake's cunning plan. In the end you will face the deadliest monstrosity ever unleashed - the Dragon. With seven new monsters, Wraths, Guardians, Phantom Swordsmen, Statues, Electic Eels, the Overlord and the massive Dragon. *Requires as above.*

**Prima's Quake Game Secrets** 90 page book with maps of every level, revealing the locations of all secrets, items, enemies, etc. **$20.00**

**Quake Official Hint Book** **$30.00**

**Quake Deathmatch Maker** The first Quake Level Editor authorised by idSoftware. Now its easy to create rooms and hallways, add water, tunnels, stairs and doors. Easy to populate with beasties, and you can view, navigate, and edit in real-time what you are building before exporting it. **$60.00**

**SHRAK for QUAKE** Immerse yourself into a dark new experience, as Shrak takes you beyond Quake. Prepare for intense action with awesome new weapons, daring new levels, and bizarre monsters. And new weapons! **$30.00**

**X-MEN Ravages of Apocalypse** This is a total conversion of Quake. You must own the full version of Quake to use it. You're a cyborg, created for maximum damage in minimal time. Your target? The X-Men! Well, actually, clones of the X-Men created by Apocalypse and a mysterious ally. Has all new incredible art and graphics, two complete new episodes, eigh new weapons, 24 new X-Men superpowers, 5 new powerups, 4 multiplayer levels, and a level creator. Looks great. **$45.00**

## QUAKE II — idSoftware

This is the best *Doom/Quake* game I've ever seen. It leaves all other similar games, including Quake I, for dead! For starters, the game is actually playable. Without using any cheats or even a hint book, I have been able to solve every level - you *don't* have to find secrets in order to progress to the next level. The game contains many missions, with each mission containing from two to ten levels each. So far I've completed around 50 levels/comlexes and the end is still nowhere in sight. Graphics are stunning, game play is totally satisfying. What you do in one level can affect another one. Features superior artificial intelligence. Enemies, which are mostly combat cyborgs, can evade your attack, strategically position themselves for ambushes, and hunt you down. Hear distant explosiotls, rockets flying past your head. Shortly after landing on an alien planet you learn that hundreds of your men have been reduced to just a few. Now you must fight your way through heavily fortified military installations, lower the city's defenses and shut down the enemy's war machine. Only then will the fate of humanity be known. To play this game you must have your Regional Settings (found in the Control Panel directory) set to English-Australian. *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA card, 4xpCD-ROM, hard disk.* **$70.00**

**Quake II Hint Book** Prima's unauthorized guide to Quake II, including cheat codes, all the maps, all the secrets, etc. **$30.00**

**Quake II Deathmatch Maker** The first authorized Quake II level editor, Has a simple, easy to use interface. Simply drag and drop rooms, textures, objects and aliens directly into your levels. Has ten new template levels to create over, or you can make your own ones from scratch. As you edit you can see in 3D what you are making, etc. **$40.00**

## REBEL MOON RISING — GT

The first in a new generation of *Doom* style games - which require Intel MMX technology. This absolutely stunning 3D adventure follows the shock caused when the Lunar Free State moon colony declares independence from the Earth. You are a Lunar Militiaman and are soon pitted against the military might of the United Nations, fighting over treacherous moonscapes and space stations. Features voice recognition, variable level gravity, AI controlled reinforcements, radical multiplay technology, extreme graphics resolution, goal-based missions which include infiltration, search and destroy, defense and rescue missions, a limited oxygen supply in some missions, etc. Looks great! *IBM Requires: Intel Pentium Processor with MMX technology, Win'95, 16mbRAM, hard disk, 4xpCD-ROM, 16-bit PCI video graphics card.* **$70.00**

## REDNECK RAMPAGE — Interplay

A farcical *Doom*-style game, set in the old Southern USA, with warped looking characters armed with crowbars, dynamite, double-barreled shotguns, ripsaw blades, an alien gun, etc. With gin-u-ine Redneck dialogue and humor. 14 levels of SVGA graphics, chicken processing plants, trailer parks. Eat pork rinds, cowpies, and lots of sauce. Fight the computer, play via null modem, or up to eight players via network. Watch out for the alien clones of local town folks! Weird & warped. *IBM Requires: Pentium 90+, CD-ROM, SVGA, 16mbRAM, hard disk.* **$30.00**

**Suckin' Grits on Route 66** Expansion disk. Leonard and Budda are on holiday, but the aliens are out for revenge and have cloned people they are going to burn into. Features 12 new levels. *Requires as above.* **$30.00**

## REDNECK RAMPAGE RIDES AGAIN — Interplay

New characters such as Daisy Mae, bikers, pigs, cows, and jack o'lopes. Joyride a motorcycle and swamp buggy that are armed to the teeth, ten new weapons including a crossbow that shoots dynamite-loaded chickens, new things to eat, new music, and 14 new levels. *IBM requires: Pentium 90, 16mbRAM, hard disk, 2xpCD-ROM, SVGA.* IBM - $75.00

## RESIDENT EVIL — Capcom

A series of gory attacks in the area surrounding a remote biotech lab brings in the Special Tactics and Rescue Squad to investigate. On arrival, Bravo Team communications are abruptly cut off. Now it's up to your team. You arrive at the isolated mansion under-powered and on the run. Arm yourself with knives, pistols, shotguns, flame throwers, and search for hidden rounds to stay alive. There are puzzles to solve, traps to disarm, and mysteries to unravel. But the freaks of nature that populate the mansion are hot on your trail, and each lurking horror you survive will bring you closer to the source of the resident evil. *IBM Requires: Pentium 90, 16mbRAM, 2xpCD-ROM, SVGA. 3D Accel Card.* **$50.00**

**Prima's Unauthorised Guide to Resident Evil** **$22.50**

## RETRIBUTION — Gremlin

You lower yourself into your cockpit knowing that the annihilation of Krellan life is little reward for the millions of your race who have been "harvested." You have hatred in your heart and become driven by one compulsion - retribution. This sci-fi flight simulator lets you swoop down valleys, clip the top of mountains, obliterate enemies in eleven major campaigns, each with four challenging missions. Six training levels prepare you for combat. Targets to destroy include fighters, battle pods, mines, tanks, trains, earthworm missiles, etc. *IBM Requires: 386/40, 4mbRAM, VGA, CD-ROM..* **$20.00**

## SCIENCE FICTION Ultimate Collection — SegaSoft

Contains six classic Sci-Fi games. *Star Crusader* flight simulator, *Millenina Altered Destinies*, a game of time travel, *Star Control I* and *II*, where you battle endless evil aliens, *SpaceWard Ho!* galactic expansion and exploration, and *Iron Helix*, a 3D adventure. *IBM Requires: 386, 2xpCD-ROM, 4mbRAM.* **$30.00**

## SHADOWMASTER — Psygnosis

Repel Shadow Master's advance forces using your armored all-terrain vehicle. Then continue your post-apocalyptic blastfest on six off-world environments before facing the ravaged wrath of the hungriest of the power-hungry - the Shadow Master himself. Up to 8 players over a network, 16 extensive levels of rapid-fire action on 7 atmospheric alien worlds. Mission specific objectives to be completed, including time-out scenarios, thousands of 3D-modelled alien enemies, comprising over 60 different creature types. *IBM Requires: 3D Accelerator Card, Pentium 133, Win'95, 4xpCD-ROM, 16mbRAM, hard disk, SVGA.* **$50.00**

## SHADOW WARRIOR — GT

A *Doom*-style game. A Chinese warrior, Lo-Wang (who is supposed to be a ninja?!), comes to futuristic/fantasy Japan. Hand-to-face combat mode lets you kick, drive tanks, bulldozers, forklifts, and boats, as well as darting around on foot. Weapons include shuriken, katana, 4 barrel shot guns, rail guns, nukes, even enemy body parts. Extremely gory. Includes fog and you can swim, junp, duck, climb ladders. There are 28 huge levels, 6 being designed for multi-player. Please note that the game can be considered insulting to Asian culture, as the designers can't tell the difference between China and Japan. *IBM Requires: Pentium 66, 16mbRAM, 2xpCD-ROM, hard disk, SVGA.* **$50.00**

## SPACE QUEST Collection — Sierra

Contains all six Space Quest games, where Roger Wilco, intergalactic janitor (sanitation engineer, please) embarks on six of the most outlandish, hilarious send-ups of science fiction ever to blast off from your computer screen. Armed with his trusty broom, Roger has swept nearly ever major computer gaming award, while at the same time keeping the universe safe for good, clean fun. *IBM Requires: 486/25, 8mbRAM, hard disk, VGA, 2xpCD-ROM.* IBM - $75.00

## STARS — EMPIRE

Expand your horizons and domain. Explore the unknown universe. Discover new life and planets - and your untapped potential to govern flourishing civilizations. Create and control fleets of spaceships equipped with the latest technology your research and resources provide. Become a warmonger, a trader, a diplomat, a pirate. Build an intergalactic empire to stand the test of time. A strategy based space conquest game with a richness of detail only possible through a turn-based format. An exhaustive range of high-tech hardware to exploit. Computer opponents provide a challenge for all abilities. Customizable interface, playfield and even rules! Comprehensive tutorial. *IBM Requires: Windows 3.1+, CD-ROM, 4mbRAM, 486/66+, hard disk, mouse, SVGA.* **$65.00**

## STAR CONTROL 3 — Legend

The fabric of the universe is crumbling and it's up to you to find the answer somewhere in the unexplored reaches of the Kessari Quadrant. You're in control of a star fleet searched hundreds of planets. You pilot 24 different alien starships, using 48 unique weapons. You manage the resources of over 30 colonies and 24 races. Discover more than 40 ancient artifacts from an advanced technology. Deploy your starfleet strategically for victorious hyper melee combat. You can negotiate alliances, build your colonies on newly discovered planets and manage their resources; you can play against the computer or a friend via modem or network; there are over 1,000 worlds to explore. *IBM Requires:486/66, CD-ROM, 8mbRAM, hard disk, SVGA.* **$20.00**

## STARCRAFT — Blizzard

*WarCraft* goes to the stars! In *StarCraft*, the only allies are enemies. Uses *Warcraft's* wonderful game engine, also used by games such as *Red Alert*. There are three unique alien species. The Nomadic Terrans, mysterious Protoss, or voracious Zerg. You must devise totally unique strategies to master the specialized units, abilities and technologies of each. Up to 8 player internet support. An unequaled campaign editor. Construct individual missions or entire campaigns with unrivaled options and ease. Revolutionary special effects. Real-time light sourcing, true line of sight and an advanced translucency engine combine for unparalleled visual and tactical realism. Multiple theaters of battle: engage in a deadly mix of space combat, planetary assault and covert base infiltration. Command Ghost Espionage Agents, Protoss High Templars, and Zerg Defilers as you seek to conquer the galaxy. I played one multiplayer game with a friend, and I'm hooked now! I've begun the campaign as Humans, and wave upon wave of insectoid Zerg are currently overrunning human world after world. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 2xpCD-ROM, SVGA, Hard Disk.* IBM - $95.00

**StarCraft Prima's Official Strategy Guide** **$30.00**

**INSURRECTION Campaigns for Starcraft** Brontes IV was a small planet missing from most Confederation nav charts...until the Zerg found it, and now an all out war has errupted between human colonists and the Zerg, and even the Protoss have shown an interest in the world. The Terran colonists also rebel under the leadership of a madman. With 3 full campaigns with 30 missions, and 102 new multiplayer maps. *Requires as above.* **$60.00**

## STARFLEET ACADEMY — Interplay

It's here at last - now you can sit in the captain's chair of the *Enterprise* and engage Klingon D-7 battlecruisers! Now you too can be Kirk or Sulu, commanding the *Enterprise* from the old TV series, the *Enterprise* from the movies, or the *Excelsior*, or the *Reliant*. You go head-to-head with Klingon *Bird of Prey, D-7* and *D-7A*, a new Klingon ship that you have no stats on, the Romulan *Warbird* and *Garuda*, etc! There are a total of 30 different ships in the game. Graphics are breathtaking, and include footage of the original Star Trek actors. Includes a cute 3D cardboard flight controller guide that tells you which keys on your keyboard do which function. Includes introductory missions to teach you the game, plus you can design your own missions. I've taken my copy home! *IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, CD-ROM.* IBM - $50.00 MAC -$50.00

**Starfleet Academy: Chekov's Lost Missions** Contains a collection of seven new missions designed to specifically challenge your skills, leadership and tactical training. Features 2 new net games, external views, tutoring by Chekov and Sulu. **$30.00**

## STARSHIP TITANIC — S&S

A new adventure game from Douglas Adams, creator of Hitchhiker's Guide to the Galaxy. An alien race has built the biggest, most beautiful starship ever, the Starship Titanic. Seconds into its maiden voyage it crashes into hyperspace, vanishes, and collides with your humble house. When you go onboard, it sets off, and you find yourself conversing with a ship full of malfunctioning robots and a semi-deranged parrot. Talk to them. Interrogate them. Give them orders. And sometimes they may even obey you. But can you solve a series of bizarre and surreal puzzles, unlock the central mystery and return to earth before the parrot drives you mad? *IBM Requires: Pen 100,* 16mbRAM,4xpCD,SVGA. **$90.00**

## STAR GENERAL — SSI

*See description under Crazy Specials* *$30.00*

**Star General Official Strategy Guide Book** **$27.00**

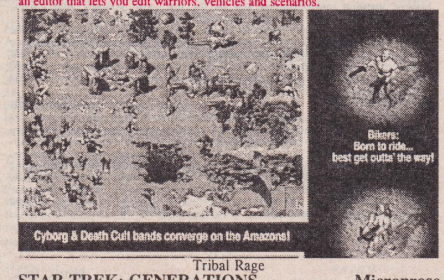
## THE STAR TREK ENCYCLOPEDIA — SS

The interactive reference to the entire Star Trek history thus far, is available on this four CD-ROM set. Has more than 3,000 photos, more than 400 video clips. Covers the events, races, planets and stars, weapons and tools, medical equipment and main and supporting characters from the original Star Trek series, Next Generation, Deep Space Nine, Star Trek Voyager, and first seven films. *IBM Requires: Win'95, Pen 90, 16mbRAM, 2xpCD-ROM.* IBM - $80.00 Mac - $80.00

## TRIBAL RAGE — Talonsoft

The year is 2030 and the World is in shambles, in this post-apocalyptic real-time *Red Alert*-style strategy game unlike any game ever released. Years of war, famine and plague have forced the survivors of Earth into tribes that sweep across the wastelands, fighting one another for what precious resources: safe lands, and bad

jokes that remain. Bikers burn & pillage, Cyborgs search and destroy, Enforcers uphold the law, stunningly gorgeous Amazons, evil Death Cultistsand the Trailer Trash all add to the mayhem. You can lead any one of the six tribes in single or multiplayer campaigns or missions, fight across heaps of different battlefields, and an editor that lets you edit warriors, vehicles and scenarios.




Tribal Rage

**STAR TREK: GENERATIONS** — Microprose

Join forces with Kirk and Picard and the rest of the Next Gen crew to defeat Soran, the obsessed scientist. The story line unfolds through a mix of first-person point of view action levels, challenging ship to ship combat, strategic clues, and cinematic sequences. Contains original video sequences developed exclusively for the game and not viewed in the movie. Has 12 deadly and intense 'away team' action missions using first person perspective. Command the Enterprise in combat against Klingons and Romulans. *IBM Requires: Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk, Win'95.* **$50.00**

**STAR TREK GIFT SET** — SS

Contains four Star Trek previously released games/features. The Star Trek Omnipedia with thousands of text, diagrams, photos and video entries; The Star Trek Next Gen Episode Guide with trailers from all 177 original shows; the Star Trek Next Gen Interactive Technical Manual where you can have an official inspection tour of the Enterprise; and Star Trek Klingon Language Lab with 24 minutes of power Klingon, taught by Michael Dorn, of course. *IBM Requires: 486/66, 8mbRAM, 2xpCD-ROM, SVGA, hard disk.* **$80.00**

**STAR TREK: NEXT GENERATION A Final Unity**

With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Garidian vessel. Troi explains the Garidians may be on friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stunning graphics and sound. *IBM Requires: 486+, CD-ROM, 8bmRAM, SVGA, hard disk.* **$30.00**

**STAR TREK OMNIPEDIA** — S&SI

The comprehensive, voice activated electronic database to the Star Trek universe. Utilizes photoes, video, graphics text and audio to bring to life thousands of indexed entries, cross-referenced from the three TV series and six classic feature films. Includes charts, maps, starship diagrams. 3D realistic renderings, etc. Includes a free Star Trek Omnipedia hat, and a Star Trek Epics Collection on Audio. *IBM Requires: 486 or Pentium, SVGA, Microphone (to use voice activation option), 2xpCD-ROM, 8bmRAM.* **$75.00**

**STAR TREK PINBALL** — Interplay

Three unique Star Trek pinball tables with original series Star Trek graphics, voices and sound effects. Includes multiple ball play, ramps, bumpers, multiplayer, tilting, etc. Includes a Klingon table. *IBM Requires: Pentium 90, 16mbRAM, SVGA, hard disk, 2xpCD-ROM.* **$40.00**

**STAR WARPED** — Parroty

A complete send-up of the *Star Wars* trilogy movies. Contains hours of wild entertainment filled with game play, trivia and on-line goodies lampooning the legendary box office trilogy. Features "Whack an Ewok", a fighting game, a time machine that lets you visit baby Yoda, Death Star Destructo, etc. *IBM Requires: Windows, 486/66, 16mbRAM, SVGA, 2xpCD-ROM.* **$22.50**

**STAR WARS Collection** — LucasArts

This is the LucasArts Archives Vol.II. It includes six CDs containing four games and a special presentation: Dark Forces, Rebel Assault, Rebel Assault II, Tie Fighter. and a special behind the scenes look at the re-done Star Wars Trilogy to be released early '97. *IBM Requires: 486/66, Win'95,CD, 8mbRAM.* **IBM - $80.00** **MAC - $90.00**

**STAR WARS Masterpieces** — LucasArts

Includes 5 CDs with Rebel Assault, Rebel Assault II, Dark Forces, Jedki Knight playable demo, and Making Magic, a behind the scenes look at making the re-done Star Wars Trilogy movies. *IBM Requires: Pentium 90, 16mbRAM, 2xpCD-ROM, hard disk, SVGA.* **IBM - $40.00**

**STAR WARS REBELLION** — LucasArts

Galactic colonization and conquest on an epic scale, set in the Star Wars universe. Take control of either the Rebel Alliance or the Galactic Empire as you vie for the support of up to 200 worlds. The real-time environment will test your strategic mettle at every turn. Features comprehensive resource management. Strategic aspects of the game let you manage manufacturing which includes dozens of captial ship types such as Star Destroyers and freighters, as well as eight types of fighters, resources, fleet deployment and mission assignments. Also features an innovative 3D battle simulation where you take complete control of entire battlefleets of space ships in dramatic battle sequences, almost a separate game in itself. There are dozens of characters for both the Rebel Alliance and Empire. Can be played two player. *IBM Requires: 4xpCD-ROM, SVGA, Pentium 100 (for2 player, Pen 90 for 1 player), hard disk, 16mbRAM.* **IBM - $90.00**

**Syndicate Wars** — Bullfrog

The sequel to the 1993 Syndicate game. The Church of the New Epoch, lead by The Nine, is rising as a formidable power opposing the Syndicate system. Gradually you begin to piece together The Nine's sinister plans. It will require all your skills in strategy and assassination to take and retain your control of the situation, no matter which side you are on. Alien artifacts being discovered makes everything much more complicated. Everything you see on the screen can be destroyed, there are over 15 new weapons including nuclear grenades and time travel weapons; 3D rotating maps during gameplay; over 60 missions in more than 30 cities; you can play for the Syndicate or the Church. *IBM Requires: 486/66, 8mbRAM, hard disk, SVGA, CD-ROM* **$30.00**

**THE 3RD MILLENNIUM** — Cryo

What will the next 500 years be like? You decide. In this game, Earth is divided into 260,000 lots which constitute a geopolitical mirror, giving a detailed global overview of existing resources and manpower. The players strategic choices include the economy, environment, society and science. From balancing the budget to taxing pollution, muzzling the press or forcing birth control, a wide variety of political powers are at your disposal. But be careful - you don't want to lose the elections! Characters from diferent backgrounds will either help you or block you. *IBM Requires: Win'95, Pentium 90, 16mbRAM, hard disk, 4xpCD-ROM, SVGA.* **IBM - $50.00**

**THE HOUSE OF THE DEAD** — Sega

From the adults-only arcade game, not recommended for people under 15 years age. It is December 1998, strange goings-on at the top secret experimental facilities of DBR Corporation. Research staff are missing, and the worst is feared as sinister rumors surround the former lab director, Dr Curien. Special agents Thomas Rogan and G have been sent on an urgent mission to investigate the mysterious disappearances and determine the nature of Curien's research. But nothing could prepare them for what lies waiting at the House of the Dead. Optimized for Direct3D. *IBM Requires: Win'95, Pen 90, 16mbRAM, hard disk, SVGA, 2xpCD-ROM.* **IBM - $70.00**

**The Journeyman Project 3: Legacy of Time** — RedOrb

A stunning adventure in the league of *Myth*. You are Gage Blackwood, TSA Agent 5, charged with guarding the sanctity of history. As you enibark on an urgent mission to investigate a time distortion hidden deep in the past, you discover a recorded message from the fugitive Agent 3 that leads you on a race against time. Somewhere in the past, within three mythical cities long since destroyed, lie the clues you need to save the future from destruction. Assume the identity of 18 characters and experience their ancient cultures first-hand using the chameleon jumpsuit. Live action video reveals critical clues and informs you of your progres throughout the journey. Witness the destruction of El Dorado, City of Gold, unearth the beauty of Shangri-La, and dive into the mysteries of Atlantis. Looks great. *IBM Requires: Win'95, Pentium 90, 16mbRAM, 4xpCD-ROM, hard disk, SVGA.* **IBM - $90.00**

**Legacy of Time Official Hint Book** **$30.00**

**THE X-FOOLS** — Parroty

A complete send-up of the X-Files. Join Mully and Scudder, two ultra-paranoid ex-FBI agents, as they expose the real truth in this hilarious CD-ROM, packed with interactive games and paranormal activities. Play "Abduct This!" and beam up cows, aliens, men in black! Play "Run agent run!" Test your knowledge in this X-Foolish trivia game, and much more. *IBM Requires: Windows, 486/66, 16mbRAM, 2xCD.* **IBM - $22.50**

**THE X-FILES Unrestricted Access** — Fox

This is not a game. Take control of a powerful search engine to browse and comb through dossiers assembled on characters in Mulder and Scully's continuing investigations. Examine newspaper clippings, crime scene photographs and police photographs, and hundreds of 3D images of evidence. Utilize advanced FBI equipment to analyze fingerprints and voice patterns, and watch streaming video of memorable scenes from X-Files episodes. Includes a desk top designer and screensaver, system sounds, etc. *IBM Requires: Pen 90, 16mbRAM, 4xCD, Win'95.* **IBM - $30.00**

**TIE FIGHTER COLLECTOR'S CD-ROM** — Lucas

*Tie Fighter* is a superb, easy to play conflict simulator, where you play the part of an Imperial pilot, fighting the Rebel Alliance, Pirates, and even other alien races. Unlike before, you can set your Tie fighter to invincible, and the mission still counts. The training course at the beginning of the game is easy compared to X-Wing, and the joystick gives a smooth, easy ride, without you having to re-calibrate the thing every five seconds like in X-Wing. The mouse also provides easy control. Dogfighting is heaps of fun, and there are new commands, the best one being one keystroke to make your Tie fighter match the speed of your target. You get to fly a host of Imperial craft - Tie Fighters, Tie Bombers, Tie Interceptors, Gunboats, Tie Advanced with shields, and Tie Starfighter. There are secret missions and objectives, great cinematic connecting scenes, improved graphics on all ships, great soundtrack and sound effects. You won't be disappointed. This special version includes all the add-on mission disks. *IBM Requires: 386/33 +, 2mb RAM, CD-ROM, hard disk, VGA, joystick* **IBM - $40.00**
**Tie Fighter Hint Book** **$40.00**

**TOTAL ANNIHILATION** — Cavedog

A *Red Alert*-style game. What began as a conflict over the transfer of consciousness from flesh to machines has escalated into a war which has decimated a million worlds. You fight 50 single player missions, controlling and fighting 150 different units, over a variety of worlds including snow, open water, lava, high mountains, and metal worlds. Features realistic 3D firing trajectories using true physics for cannons, missiles, rockets and nukes; control the sea with a full complement of advanced naval units; true 3D terrain that can be climbed over, around, and use to advantage; and great explosions! *IBM Requires: Win'95, Pentium 100, 4xpCD-ROM, SVGA, 16mbRAM.* **IBM - $50.00**
**Total Annihilation: Core Contingency** 25 all new missions, 75 power ful new units - so now you can protect your bases by building them underwater and surprising opponents with sea-based amphibious armies; the giant Krogoth Khot, map & mission editor, etc. **$30.00**
**Total Annihilation Hint Book** Unlock the secrets! **$27.00**

**UBIK** — Cryo

Based on Philip K Dick's novel, this is a role playing adventure. Mega-corporations, cryonics, colonies in space, and an ongoing war of industrial espionage surrounding a mysterious product...set in a stunning 3D universe of decline and decadence, this game places you face-to-face with gangs of greedy agents who are fighting a vicious battle for information, power and money. You put together your own team - but act fast! With 60 weapons, 48 psychic powers, 110 realtime 3D animated characters, enemies learn from their mistakes, multiple camera angles. *IBM Requires: Pentium 133, Win'95,CD, 16mbRAM, 8xpCD-ROM, 2mbSVGA, hard disk.* **IBM - $75.00**

**UPRISING** — Cyclone

A futuristic tank simulator where you also control other units that fight alongside you. A lone world rises up against an oppressive galactic power. Join your troops on futuristic battlefields in this intense blend of heart-pounding action and real-time strategy, with absolutely stunning graphics. Play from the perspective of a battlefield commander inside your deadly assault tank, the Wraith. Strategically deploy troops, tanks, bombers, jet fighters, and other units while fighting alonside them. Set up and defend citadel bases, mine for power resources, build new weapons of destruction. Lead the war from planet to planet. *IBM Requires: Win'95, Pentium 90, 16mbRAM, 2xpCD-ROM, 1mbSVGA.* **$90.00**

**ULTIMATE GAMING PACK** — Various

Includes an analog joystick, mouse pad, and three complete games, being: *Mechwarrior 2 Mercenaries, Hyper Blade,* and *Time Commando. IBM Requires: Pen 90, Win'95, 16mbRAM, hard disk, SVGA.* **$75.00**

**UNREAL** — GTI

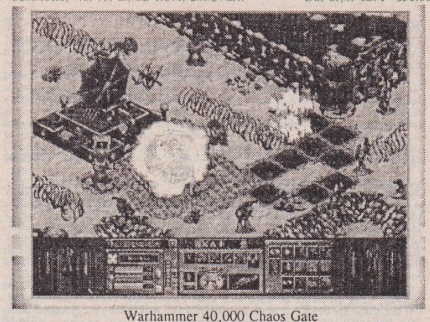
You've been arrested and sentenced to life imprisonment on a penal colony. But the prison ship has crash landed on an unknown planet...Look around, crystal clear water shimmers, shadows shift, alien architecture fades into the distance. Godless temples beckon, darkness falls. You are an uninvited guest in the fastest, sleekest, and most dangerous 3D world ever created. A 3D Quake II style game. Features the most advanced 3D engine ever created. Spectacular colored lightning and hyper realistic environmental effects in software and hardware. Ruthless artificial intelligence. Unreal enemies are intelligent, cunning masters of their domain - they will track you down anywhere, communicate with each other, call in reinforcements if necessary and relentlessly pursue you. Portals, distinctive skins, etc. Also features the Level Editor with which they made the game. *IBM Requires: Pentium 166, 16mbRAM, 4xpCD-ROM, Win'95, SVGA, hard disk.* **IBM - $95.00**

**WARBREEDS** — RedOrb

In a far off galaxy, the once great Empire of Yedda has all but perished. In the aftermath, the four former slave Clans have seized upon the Yedda genetic technology to alter their own DNA. Take command of one of these four Clans, each with their own distinct skills and abilities. Conquer your enemies and steal their DNA to strengthen your Clan's skills and firepower - there are over 35,000 possible combinations of genetic material and weapons available. A real time strategy game. You can use preset attack formations, or create your own. A simple resource management model. *IBM Requires: Win'95, Pen 90, 16mbRAM.* **$70.00**

**WARHAMMER 40,000 CHAOS GATE** — SSI

At last! Warhammer 40,000 becomes a computer game. Command a squad of up to 12 Space Marines & Terminators, plus Predators, Rhinos, Land Speeders, & Dreadnaughts in a spectacular semi top-down 3D game. This is a squad-level, turn-based tactical action that pits players against Chaos Lord Zyanan, in an attempt to unravel the mystery of an ancient relic. Stunning 3D rendered movies prepare players for the campaign missions. Commanding the Ultramarines, you can embark on the 18-mission campaign or play single randomly generated missions. Build custom missions with the mission editor. Marvel at the glorious effects of missile launchers, plasma guns, heavy flamers, lascannons, vortex grenades, psykers, etc. Each marine can perform up to 20 actions. Can be played multiplayer using network cards or the internet. *IBM requires: Pen 133, 32mbRAM, Win'95, 8xpCD-ROM, 2mbSVGA.* *Due Sept.* IBM - $50.00



Warhammer 40,000 Chaos Gate

**Wing Commander Kilrathi Saga** This game includes Wing Commander I, Wing Commander II and Wing Commander III. The game is modified for Windows'95, no more DOS installation required. The game speed is also changed so that you can play on a Pentium. Thats around 140 missions! *IBM Requires: Pentium 60, 16mbRAM, hard disk, CD-ROM, SVGA, Win'95.* **$50.00**

**WING COMMANDER V: PROPHECY** — Origin

Continuing the story of *Wing Commander IV*, except instead of playing Christopher Blair, you now play a newbie, rookie fighter pilot 2nd Lt Lance Casey. You serve on board the megacarrier TCS Midway, when a new menace appears from amongst the ashes of the Kilrathi Empire - a new insectoid alien race possessing living fighters and ships. These terrifying aliens have destroyed everything and everyone in their path - can you stop them? You fly agaist fighters, all manners of capital ships, including three which combine together to make one huge vessel! The game still features cinematics, but these take a backseat to the flight simulator, so the game is more like Wing Commander II and III, rather than IV. There are over 50 missions, and the storyline changes according to how well you do on the missions. Looks brilliant, and still has 5 levels of difficulty. *IBM Requires: Pentium 166, 32mbRAM, hard disk, 4xpCD-ROM, 2mbSVGA, Win'95.* **$80.00**
**The Official Strategy Guide to Wing Commander Prophecy** **$30.00**

**WOLFENSTEIN 3-D on Windows'95** — idSoftware

The two classics, Wolfenstein 3D and Spear of Destiny, the original 3D games that inspired Doom and Quake, now available for the first time on Windows'95. Also includes playable demos of Hexen II and Quake II, giving you the first three levels of each. *IBM Requires: Win'95, Pen 90, 16mbRAM, 2xpCD-ROM, hard disk.* **IBM - $50.00**

**X-COM APOCALYPSE** — Microprose

The ultimate strategy combat game. A substantial upgrade from the previous two X-Coms. You command the elite X-COM troops as they strive to investigate and repel an alien invasion of Earth. By hiring scientists and engineers, you can research and manufacture new weapons, vehicles and armor. You must discover the source of the alien invasion, penetrate the alien homeworld and destroy their control centre. *IBM Requires: Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk.* **$50.00**
**X-COM Apocalypse Official Strategy Guide** **$30.00**

**X-COM INTERCEPTOR** — Microprose

The aliens are out to destroy earth and rule the new Frontier. As X-COM commander, it's your sole duty to protect humanity. Battle the aliens from the cockpit of a high-tech interceptor in a full-blown flight simulator, in dynamic missions that directly affect the final outcome of the struggle. Vaporise your foes with more than 20 different weapons; become the aggressor as new technology and better weapons are added to your arsesenal and strike right at alien supply bases and outposts; build and manage your bases and personnel; research captured alien weapons and technology. *IBM Requires: Pen 133 3D Graphics acc, or Pen 166 without, Win'95, 16mbRAM, 4xpCD-ROM, SVGA 16bit.* **IBM - $90.00**

**X-FILES GAME** — Fox

An adventure game using live-action film, including David Duchovny and Gillian Anderson. You play the role of Craig Willmore, assigned to assist Special Agents Mulder and Scully in their latest investigation into paranormal activity. Follow a trail of elusive clues, sift through evidence at crime scenes, use a wide variety of standard issue FBI equipment and tools, conduct interviews with witnesses and suspects, to solve the case. All original footage. The branching multiple plot lines change in response to your actions. *IBM Requires: Pen 120, 16mbRAM, 4xpCD-ROM, hard disk, SVGA.* **IBM - $90.00**

**X-WING COLLECTOR's CD-ROM** — LUC

The original X-Wing Star Wars flight simulator combat game, but this special CD-ROM version also includes six brand new missions, improved 3D graphics, sound and voices have been upgraded, and both additional tour of duty campaigns have been added, Imperial Pursuit and B-Wing. However, if this game is anything like its first release, don't bother playing it unless you can get access to a game editor that's commonly available on the Net. Without the editor, some missions you *cannot* get past unless you have an IQ of 200 with the reflexes of a seven year old. *IBM Requires: 386/33, 2mbRAM, CD-ROM, hard disk, VGA* **$40.00**
**X-Wing Collector's Hint Book** **$40.00**

**X-WING COLLECTOR SERIES** — LUC

Contains *X-Wing* (with 120 missions), *Tie Fighter* (with 100 missions) and *X-Wing vs Tie Fighter* with 14 missions. *IBM Requires: Win'95, Pen 100, 16mbRAM, 2xpCD-ROM, joystick, SVGA, hard disk.* **IBM - $50.00**

**X-WING vs. TIE FIGHTER** — Lucas

One of the gaming advents of the year. At last you can go head to head against other human players flying X-Wings and Tie Fighters. You can play against the computer or 2 - 8 human players over a null-modem, modem or the internet. Fly over 50 combat missions in 9 meticulously enhanced Star Wars starfighters. Engage in melees, taking on all rivals, to see who is the best pilot.Choose your craft and your weapons. Graphics are absolutely superb, and you don't have to pass some stupid flying academy before you can do the real thing, but there are training flights you can take that talk you through the various keyboard controls and weapons systems. You can play Imperial or Rebel. Capital ships are beautiful but much tougher than there were in the movies. Comes with 2 CDs for multi-play. *IBM Requires: Win'95, 16mbRAM, 2xpCD-ROM, SVGA.* **$60.00**
**BALANCE OF POWER** The one criticism of *X-Wing Vs TIE Fighter* was that there was no campaign, just unrelated scenarios. This expansion CD is an all new story-driven campaign, one for the Imperials and one Rebel. There are 30 missions in which up to 8 players can play co-operatively. Seek out and destroy a Rebel shipyard, ravage a Super Star Destroyer. Looks great! **$40.00**
**STELLAR COMBAT** 25 new missions for X-Wing Vs Tie Fighter, all 100% unofficial. Also has new missions for Descent II. **$20.00**

# Fantasy

**AGE OF WONDERS** — EMG

Prepare to return to a time when elves, dwarves and orcs inhabited the Earth, a time when mortal humans battled for survival against the mighty armies of darkness. Prepare for an adventure where you will uncover wondrous ancient artifacts, awesome magical power, and the secrets of the shattered dark elven empire. Allows custom scenarios and single player campaigns. Twelve races with 14 units each. Over 50 heroes, 50 magical items, 100 spells. *IBM Requires: Win'95, Pentium 90, 16mbRAM,SVGA, hard disk.* *Due Aug.* $90.00

**ANCIENT EVIL** — SLS

A fantasy adventure a bit like *Diablo*. The Crypt of the Ancients has caused the demise of anyone who has ever entered it. Except for Alaric. And now Alaric offers 50,000 gold coins to anyone who can enter and survive and return. But something is very wrong. A ghost appears and warns everyone that unless Alaric is stopped, doom will befall the whole world. With 65,000 color high-res graphics. 35 different monsters, 30 spells, characters can read books they find, sleep in beds they find, etc. *IBM Requires: Pen 120, Win '95, 16mbRAM, 4xpCD.* **IBM - $75.00**

**BETRAYAL IN ANTARA** — Sierra

Welcome to the Antaran Empire. This Empire was forged generations ago by a king who covertly gathered mages to his side and used them to unite the provinces under his banner. However, over time the Imperial institutions have fallen prey to corruption and decay. In this fantasy role playing game, the player characters become embroiled in a devious plot of manipulation, political agendas, secret societies, racial hatred, magical discoveries, abduction and assassination. No other fantasy roleplaying computer game comes close to Antara's magnificent 3D terrain and advance combat system. Features dozens of different creatures and villains, dozens of characters to interrogate, the unique "flashback" feature to replay discussions at any time; you control a party of four characters, etc. *IBM Requires: 486/100, 8mbRAM, 4xpCD-ROM, Win'95, SVGA.* **$50.00**
**Betrayal in Antara The Official Strategy Guide** Hint Book. **$30.00**

**BLOOD OMEN: Legacy of Kain** — Activision

Revenge. You can almost taste it. You desire vengeance. You lust for blood. You are Kain. Your enemies killed you in the act of treachery. But through the blackest sorcery, you have returned - as a vampire. For sustenance, you must feed on the living. For revenge, you will exact the darkest of fates upon your murderers. An epic roleplaying adventure. With thousands of SVGA screetis, 100+ hours of adventure, 170 enemies to fight, 25 minutes of full motion 3D animation. *IBM Requires: Pentium 100, 16mbRAM, 4xpCD-ROM, SVGA, hard disk.* **$50.00**

**CAMPAIGN CARTOGRAPHER - New** — PRO

Cowabunga! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountaintops, towns, roads, rivers, battlemaps, coastlines, etc). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each of these features can also be shown in appropriate color. on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The one with lowest detail, ie, mountains, forests etc, is the first one you give to player characters when they start a new campaign. And being able to print maps from any zoom level is a great bonus too. *IBM Reqs: hard disk, 3.5" FDD, SVGA, mouse, Windows'95, Pentium 90, 16mbRAM.* **$129.00**

**DAGGERFALL: Elder Scrolls II** — Bethesda

The second chapter in the highly acclaimed Elder Scrolls role playing series. An opportunity to adventure in total freedom within a world where your destiny is of

your own making and consequence evolves from your decisions. Features the largest role playing world ever created for the computer. Adventure through thousands of cities, villages, dungeons, graveyards, ruins, castles, shrines and farms. Interact with thousands of characters, both in dialogue and action. Involve yourself in a complex world of constantly evolving political intrigue. Own property and ships, participate in the politics of guilds etc. Customize your character or even create a unique character class. Participate in numerous large-scale complex quests or venture off on your own. A multiple path story, with several different endings. *IBM Requires: 486/66, 2xpCD-ROM, VGA, 8mbRAM, hard disk, DOS 6.0 +.* **$80.00**
**Daggerfall Unauthorised Strategy Guidebook** **$30.00**

## DEATHTRAP DUNGEON — Eidos

A 3D animated adventure, where you play either Red Lotus, the alluring assassin, or Chaindog, a savage warrior. Built by a mad baron to bring notoriety to his town, only the brave or foolish would dare to enter Deathtrap Dungeon. Full of riches and secrets, but no-one has ever returned alive. Full of hellish monsters, pits and traps. With 18 massive levels, 55 types of monsters including Amazons, 32 weapons, spells and charms, and endless up-close-and-personal combat. *IBM Requires: Pen 90, Win'95, 16mbRAM, 16bitSVGA, 2xpCD-ROM.* **IBM - $90.00**

## DIABLO — BLIZ

This is a very popular game. You embark on a quest to destroy the lord of all evil - Diablo. Feel the terror of a world held in the grasp of the lord of all evil. Over 200 different monsters inhabit this ever changing world. Storm Diablo's halls as either warrior, sorcerer, or rogue, each with unique skills and abilities. March through endless lands with flowing lava, burning sulphur, medieval villages, etc. Up to four players can unite to destroy Diablo via Internet, network, or two via head-to-head. The game offers unprecendented replayability, as everytime you play, Diablo creates a unique labyrinth. With spine-chilling SVGA graphics, 3D modelling characters from a semi-top down 3D view, real time lightning effects, etc. *IBM Requires: Pentium 60+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard, Win'95.* **$60.00**
**Diablo Official Strategy Guidebook** **$30.00**

**Hellfire** Na-krul, Diablo's strongest ally, has decided to destroy Diablo and rule hell himself, and gathering together a smal army of never seen before monsters, he now poses a threat almost as deadly as Diablo himself. So up against Na-krul you go! With 29 new foes including a lich, undead, skeleton sorcerer, grave digger, hork demon, etc. 30 new items, seven new spells including a lightning wall and warp; a new character class, the monk, and all-new randomly generating levels. **$50.00**
**DEVIL'S DOMAIN Add Ons for Diablo** A mysterious vision, a terrible evil, the smell of death hangs heavily in the air. Battle against the lord of evil. **$30.00**

## DIE BY THE SWORD — Interplay

Adventure deep into a sinister undermountain stronghold to rescue your true love from a horrific sacrifice, in this 3D adventure. Explore seven distinct environments like ancient temples, haunted burial crypts, and the heart of an active volcano. With unlimited 3D freedom of movement. Battle a vast array of horrific monsters who use tactics and strategy including orcs and kobolds. Can be multiplayer over a modem or serial. Create and store custom moves; invent and save backflip parries, spinning attacks, etc. You can even fight hanging upside down from a swinging rope.*IBM Requires: Pentium 100, 16mbRAM, 4xpCD-ROM, SVGA, Win'95, hard disk.* **$90.00**

## DUNGEON KEEPER — Bullfrog

This is dungeons and dragons from the *dragons* perspective! You are the dragon and your dungeon is dark and fould and slimy, just the way you like it. You've got a fully stocked torture room, a prison for your helpless captives, and a workshop filled with big uglies cranking out cogs for your war machine. Look down using a 3D isometric view or swoop in and possess your minion for a first-person view. Set traps and alarms and be ready for those pesky adventurers and knights to come exploring your realm! Supports multi-player, or you can pit yourself against computer generated hordes. This is a game with a twist that took two years to develop. *IBM Requires: Win'95 or Dos 6.22, Pentium 90+, 4xpCD-ROM, 16mbRAM, SVGA.* **$50.00**
**Bullfrog's Official Guide to Dungeon Keeper** **$30.00**
**The Deeper Dungeons** New mission disk which includes fifteen new single player levels, fifteen new multi-player levels, new dungeon graphics, and improved AI. *Requires as above.* **$30.00**
**CAVE MASTER Add Ons for Dungeon Keeper** and **Tomb Raider** **$30.00**

## FANTASY GENERAL — SSI

It is a fantasy-wargame using the *Panzer General* vehicle, which is superb. You play one of four fantasy generals battling an evil warlord and his minions over four continents. There are over 120 types of fantasy units, ranging from heavy infantry such as legions, samurai, treemen, elementals; light infantry such as skeletons, auxilia, javelinmen, ratmen; cavalry include lancers, centaur knights, unicorns, cataphracts; sky hunters such as eagle and griffon riders, wyverns, dragons; bombardiers such as Ballomns, dragon riders, Zeppelins; siege engines such as catapults, multi-barrel cannons, disease throwers; and lots of special characters. Troops gain experience as they win battles, and you control production and training and research. There are 5 ready made campaigns but you can DYO scenario too. Graphics are great and game play is very challenging. *IBM Requires; 386/40+, 8mbRAM, VESA SVGA,CDROM, hard disk, mouse.* **$50.00**
**Fantasy General Hint Book** **$30.00**

## HEROES OF MIGHT & MAGIC COMPENDIUM — Includes Heroes

of Might & Magic I and II and The Price of Loyalty expansion.. *M&M II:* Lord Ironfist is dead and the Kingdom is plunged into a vicious civil war by his feuding sons. At stake is the ultimate prize: control of the land and succession to the royal throne. Will you support the villainous usurper and lead the armies of evil, or be loyal to the righteous prince and deliver the people from tyrany. Features an unusually interactive campaign storyline. With 40 campaign scenarios (twenty each for good and evil), tons of new skills, spells and artifacts, 65 heroes, 66 monster types; expanded interactive battlefields with enlarged combat maps. *The Price of Loyalty Expansion Pack* Four new campaigns and a slew of critical enhancements. Discover new heroes and artifacts as you explore and conquer 24 new campaign maps and numerous stand alone scenarios. New cinematic scenes, new heroes, events and artifacts. *IBM Requires: 486/66, 8megRAM, CD-ROM, SVGA.* **$80.00**
**The Official Strategy Guide to Heroes of Might & Magic II** **$30.00**

## HEXEN II — idSoftware

The much awaited sequel is here at last, this time built upon *Quake's* engine. The Four Horsemen of the Apocalypse lurk in the shadows before you. They are the root of all that is evil. They are the least of your worries. The last known serpent rider, Eidolon, lives. As the Necromancer, Assassin, Crusader or Paladin, you must defeat the dark generals and their hell-spawned legions before you can face the Archfiend and attempt to end his ravenous onslaught. With 32 new weapons, as you gain experience you gain more hit points and extra abilities for your character class, fight four stunning worlds, Medieval, Egyptian, Mesoamerican, and Roman. Smash stained glass windows, collapse structural beams, pulverise trees. *IBM Requires: Win'95, Pentium 90, SVGA, 16mbRAM, hard disk.* **IBM - $50.00**
**Prima's Hexen II Unofficial Game Secrets** Hint book. **$30.00**
**Hexmaker** The first official level editor for Hexen II. Has a total editing environment, using a windows interface. Has ten new levels which can also be used as a basis for making new levels. Supply your new worlds in minutes with objects already created and ready to serve you. Cast your own images with robust creation tools. **$40.00**
**HEXEN II MISSION PACK** You can play a demoness armed with new weapons, new spells and powers. Revisit the medieval world of Blackmarsh, and continue the experience in the new Tibetan Hub. Explore 15 ever more challenging levels, including icy terrain, and crawling with demonic new enemies. **$40.00**

## KING'S QUEST COLLECTION II — Sierra

With ten games, including - King's Quest 1, King's Quest 2, King's Quest 3, King's Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, The Colonel's Bequest, The Dagger of Amon Ra, and Mixed-Up Mother Goose Deluxe. *IBM Requires: 486/25, SVGA, 8megRAM, 2xpCD-ROM.* **$75.00**

## LIGHT AND DARKNESS The Prophecy — Interplay

An adventure similar in style to *Myst.* "Prophets have said that life as we know it will end on May 5th, 2000 AD. According to these prophecies, the final battle between the forces of light and darkness has already began. Unleash a new millennium of adventure gaming. Race through surreal environments, outwit infamous apparitions, steal their earthly artifacts and redeem their souls. As the Dark Lord's plans are revealed, you'll need to act quickly or the apocalypse will be upon you. *IBM Requires: Win'95, 4xpCD-ROM, Pentium 90, 16mbRAM, SVGA.* **$80.00**

## LORDS OF MAGIC — Sierra

Sequel to Lords of the Realm II - except its fantasy this time! A world inhabited by Elves, Dwarves, Gnomes, Faeries, Giants,, Dragons, and other creatures. The evil lord Balkoth has discovered an ancient artifact that has given him great power. He has formed a pact with the Barbarians and is rampaging all the lands. Being one of the leaders of the Free Peoples, you have to stop him. A strategy game with real time combat and turn based resource management. You develop and train wizards, warriors, thieves, and many other allies. You can even play as Balkoth. With 80 different animated creatures/races from skeletons to dragons, 160 spells, multiple paths to victory, etc. *IBM Requires Pentium 100, Windows '95, 16mbRAM, hard disk, 4xpCD-ROM, SVGA.* **$65.00**
**Prima's Official Strategy Guide to LORDS OF MAGIC** **$30.00**

## MAGIC THE GATHERING — Microprose

The computer game of Magic the Gathering, by Sid Meier and Richard Garfield. The world's favorite strategy card game comes to life on your computer. Cast spells and enchant creatures as you marshal your forces on a magical battlefield. Sorcerous advisors provide ready guidance in rich multimedia style. Refine your card selections and assemble the Killer Deck. Play the part of an eager young wizard in your quest to banish all evil from the realm of Shandalar. Challenge the computer's AI to a match in the Duel at any time. SVGA hi-res graphics showcase nearly 400 pieces of fantasy art from the real cards. *IBM Requires: Windows '95, Pentium, SVGA, 8megRAM, hard disk.* **IBM - $50.00** MAC - **$90.00**
**Magic the Gathering Spells of the Ancients** Return to an age when the masters of the game dueled with legendary cards such as the Juzam Djinn and Juggernaut. Double the challenge with on-the-spot deck construction in a sealed-deck tournament. Features 143 new cards from the Unlimited, Arabian Nights and Antiquities sets. Newer, deadlier AI decks - the computer has 60 new prebuilt decks. *Requires as above.* **IBM - $30.00**
**Magic the Gathering Limited Edition Pack** Contains the above two games, *Magic the Gathering* and *Spells of the Ancient*, as well as *Manalink*, multiplayer Magic and 85 new cards to use in the game. **$75.00**

## MIGHT & MAGIC TRILOGY — NEW

The perfect compilation for novice and expert players alike - three role playing epics in one. Prepare to be awed by the Might and entranced by the Magic. Includes a bonus never seen before adventure, Swords of Xeen. The trilogy includes *M&M III: Isles of Terra, M&M IV: Clouds of Xeen.* and *M&M V: Darkside of Xeen. IBM Requires: CD-ROM.* **$50.00**
**Might & Magic Compendium Hint Book** **$40.00**

## MIGHT & MAGIC VI The Mandate of Heaven — NEW

The Ironfist Dynasty is tottering on the brink of ruin. As endless calamities plague the kingdom of Enreth, evil doomsday cultists plan to overthrow child Prince Nicolai an dclaim the throne for their own charismatic leader. From the depths of the deepest dungeons, to the intrigues of the royal court, you will lead a band of adventurers on a dangerous journey of amazing depth and intelligence. Master your destiny in a non-linear storyline where your choices and actions determine the game's outcome. Explore the intricacies of hundreds of subplots, spin-offs, and mini-quests. Real-time or turn-based combat. 16 bit, 65,000 color graphics. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4xpCD, SVGA, hard disk..* **$90.00**
**Might & Magic VI Limited Edition** This edition includes M&M VI, as described above, plus all five previous Might & Magic games. **$110.00**
**Might & Magic VI Prima's Official Strategy Guide** **$30.00**

## MYST — BRO

Journey in this game to an island world surrealisttically tinged with mystery...where every vibrant rock, scrap of paper, and sound may hold vital clues to your unraveling a chilling tale of intrigue and injustice that defies all boundaries of time and space. Only your wits and imagination will serve to stay the course and unlock the ancient betrayal of ages past. Combine keen observation and logic to unlock the secrets of Myst. Walk through stunning 3D photo-realistic graphics. View incredible video and animation. Experience a first person point of view with no distracting controls or windows. You have to discover everything by yourself. IBM requires: 486, Windows 3.1, 4mb RAM, SVGA, CD-ROM, hard disk. **IBM - $50.00**

## RIVEN - The Sequel to Myst — BRO

Enter a deceptively beautiful world torn apart by age-old conflicts...where secrets lie hidden at every turn...and nothing is as it seems. You must search. You must explore. You must must summon every spark of intellect and intuition. Only then will you learn the truth about this troubled land and its inhabitants. You must let Riven become your world, before an entire world is lost. With absolutely stunning SVGA graphics, you can freely explore the vast and complex world, and there are a number of pathways to choose. *IBM Requires: Win '95, Pentium 100, 4xpCD-ROM, SVGA, hard disk.* **IBM - $90.00**
**Riven - The Official Strategy Guide** Trust me, you'll need it! **$27.00**

## MYTH - The Fallen Lords — Bungie

The first real-time strategy game set in a truly real-time strategy game set in a truly 3D world. For the first time a game of battle actually looks and feels like you're down in the trenches, hand-to-hand with the enemy. You command many types of warriors, from a handful to hundreds at a time, who battle with steel, fire and supernatural powers. Their enemy: the Fallen Lords, a band of ancient and terrible sorcerer-generals who lay waste to the land with legions of vicious beasts and tireless undead. With stunning 3D landscapes, great animations of units in conibat, water splashes, the ground is charred, etc. *IBM Requires: Win '95, Pentium 100, 4xpCD-ROM, SVGA, hard disk, 16mbRAM.* **IBM - $60.00**
**Prima's Unauthorized Guide to Myth: The Fallen Lords** **$30.00**

## ODDWORLD Abe's Oddysee — GT

Calling this weird game *Oddworld* is an understatement! Meet fascinating, ugly, weird, warped Oddworld inhabitants. You play Abe, who has no weapons and is at the bottom of the food chain, but he does have some special powers, if you can find them. You can speak with the many creatures, you can play hide and seek with them. You can control other characters if you are clever and use *them* as living weapons. Puzzles are integral to the game. Abe has infinite lives - and you'll need everyone of them. Scrabs and Paramites can do Abe in, explosives can cause problems too. The game is non-linear, with multiple endings. *IBM Requires: Pentium 120, 16mbRAM, Win'95, 4xpCD-ROM, SVGA, hard disk.* **$50.00**

## OUTLAWS — LucasArts

*Doom* goes Wild West! Ride back into the wild west as the gun-slinging Marshall James Anderson. You'll encounter a dusty town, an abandoned mine, a runaway train, and the ornieriest cowpokes this side of the Mississippi as you uncover a twisted plot of greed and corruption. With weapons like your six-shooting .45, your .44 rifle, your 10-guage shotgun and 12-gauge sawnoff, you'll be packing plenty of fire power. With three game variations; Spaghetti Western Shooter, Bounty Hunter Action, & Multiplayer Shootouts. Challenges the wit as well as the trigger finger - shooting civilians may leave you swinging from a rope. *IBM Requires: Win'95, Pentium 60+, 16mbRAM, 2xpCD-ROM, SVGA.* **$70.00**

## P.Y.S.T. — Parroty

The best selling CD-ROM game of all time is *not* this game. It's not the real game, it's not the real publisher - it's a parody! (Of *Myst*, of course!) No one was chosen. Yet everyone came. Journey to P.Y.S.T. island, a place that has become a tourist trap for 4 million PC junkies. Only your attitude and sense of humor will help you discover the secret...that there is no secret. Shhh! Don't tell anyone! This is definitely not your average computer game! *IBM Requires: 486/33, Win 3.1+, 8mbRAM, 2xpCD-ROM, SVGA, hard disk, mouse.* **$20.00**

## QUEEN: THE EYE — EMI

Taking the musical legend of one of the greatest rock bands in history as its inspiration, this game is an action adventure game without parallel. Immerse yourself in five gloriously realised worlds as you struggle to overcome the evil all-seeing Eye. Interact with more than 40 motion capture characters, there are over 200 motion captured combat moves, more than 60 unique and perplexing puzzles to solve, over 120 minutes of specially re-mixed Queen tracks. *IBM Requires: Win'95, 4xpCD-ROM, Pentium 90, 16mbRAM, SVGA.* **$90.00**

## QUEST FOR GLORY Collection — Sierra

Make the journey of a lifetime as a warrior, mage or thief. Each adventure is its own unique quest, finish one and take your character into the next with powers and weapons intact. Includes four complete games. Quest For Glory I, Quest For Glory II, Quest For Glory III, Quest For Glory IV and Quest For Glory V Demo. *IBM Requires: Win, 386/25+, 8mbRAM, 2xpCD-ROM, VGA.* **IBM - $80.00**

## REALMS OF ARCANA TRILOGY — Sirtech

Contains all three *Realms of Arcana* fantasy roleplaying adventures. Explore huge cities, dungeons, underwater regions; join elves and dwarves against hordes of evil orcs; use spells, skills and hundreds of types of weapons and items. *IBM Requires: Win'95, 486/66, 8mbRAM, 2xpCD-ROM, hard disk, SVGA.* **IBM - $90.00**

## REDGUARD Elder Scrolls Adventures — Bethesda

You play Cyrus, a Redguard mercenary who returns to the province of Stros in search of his lost sister. You'll encounter pirates and all sorts of colorful people and creatures. Your adventures have you escaping from death traps, jumping across chasms, discovering Dwarven ruins, and tons of sword fighting. The advanced camera system allows for real-time 3D cinematic breaks in the gameplay. Featuring a lavish 3D city. *IBM Requires: Intel Pentium Processor, 16mb RAM, hard disk, SVGA, 4xpCD-ROM. Due Aug.* **$90.00**

## RISING LANDS Conquests & Civilizations — Microids

Rule the new world! Most life on Earth has been annihiliated by the impact of a massive meteorite. Those fortunate enough to survive make clans that strive for supremacy. Build your civilization around agriculture, military, civil service or magic/religion. You can ally with the other clans, manage your economy, your special characters gain experience, military units include Stompers, Balloons, Speedsters, etc. 30 missions, 40 units and buildings for each clan. *IBM Requires: Pentium 90, 16mb RAM, hard disk, SVGA, 4xpCD-ROM.* **IBM - $75.00**

## RUNE WAR — MI

Select from Nine unique wizards and four clans as you vie for control of the Island of Four Winds. Conquer the Isle by summoning powerful denizens to do your bidding. Play 13 tile Japanese Mahjong with a magical twist. (Why?) Send your creatures into battle to expand the empire of your chosen clan. Acquire territory through land claim points captured in the Mahjong phase. (Oh.) Keep an eye on opponents while planning your own strategies in advance. *IBM Requires: Pen 90, Win'95, 16mbRAM, 2xpCD-ROM, 1024x768 SVGA resolution.* **IBM - $50.00**

## THE ULTIMATE RPG ARCHIVES — Interplay

Twelve award winning computer Roleplaying Games in one box, including Bards Tale I, II, III and Construction Set; Might and Magic Clouds of Xeen and Might and Magic Darkside of Xeen; Stonekeep; Ultimate Underworld I and II; Dragon Wars; Wasteland; and Wizardry Gold. *IBM Requires: 486/33, 8mbRAM. 2xpCD-ROM, SVGA, hard disk.* **$60.00**

## THREE DIRTY DWARVES — SegaSoft

Four genetically altered kids trapped in a secret military base summon Three Dirty Dwarves from another dimension to free them from their evil captors. Problem is, the dwarves leave the time portal open and thousands of smelly orcs follow the dwarves into the Bronx. Head-smashing comic action results as the dwarves make their way through the orcs and plenty of other big city nasties on their way to save the kids. 15 levels of nonstop, base-everything action. Three levels of difficulty. *IBM requires: Pen 75, Win '95, 16mbRAM, 2xpCD-ROM, SVGA.* **$30.00**

## TOMB RAIDER Unfinished Business — EID

Adventurer Lara Croft has been hired to recover the pieces of an ancient artefact known as the Scion. With her fearless acrobatic-style, she runs, jumps, swims and climbs her way toward the truth of its origins and powers - leaving only a trail of empty tombs and gun-cartridges in her wake. On this trail are the most breath-taking 3D worlds yet seen - where exploration, puzzle and platform elements blend in a seemless real-time environment. With 5,000 frames for Lara, 16 massive levels on four continents, 3D perspective. This special version has four extra levels never seen before. *IBM Requires: Pentium 60+, 8mbRAM, SVGA, hard disk.* **$50.00**
**Tomb Raider Game Secrets** 108 page book. It's not easy unraveling the riddles of the ancients! You must travel through treacherous terrain, fathom impenetrable puzzles, and battle packs of wolves and other enemies. You need more than fast moves and quick wits. This book is your survival guide! **$27.00**
**CAVE MASTER Add Ons for Dungeon Keeper** and **Tomb Raider** **$30.00**

## ULTIMA COLLECTION — Origin

A special selection of 10 Ultima games, being Ultima I, II, III, IV, V, VI, VII, VII Part 2, VIII, and Akalabeth. Also a sixteen page Ultima Atlas, and exclusive interviews! *IBM Requires; 486/33, 4mbRAM, 4xpCD-ROM.* **$80.00**
**Ultimate Collection Hint Book** Official Guide to Ultima Collection. **$30.00**

## ULTIMA ONLINE — Origin

This game cannot be played by itself. It can only be played online over the internet. Enter the magical world of Ultimate Online. A world with spells and monsters, quests and heroes. A living growing world where thousands of real people discover fantasy and adventure. The world is persistant. Life goes on and events transpire whether you're logged in or not. Come and go as you please. Britannia will always be there when you return - but it won't be the same as when you left. Your appearance, abilities and personality are your own. Has a virtual economy and ecology. *IBM Requires: Win'95, Pentium 133, 16mbRAM, 4xpCD-ROM, Internet connection ability.* **$90.00**
**Ultima Online Hint Book** The official Ultima Online hintbook. **$30.00**

## ULTIMA ASCENSION — Origin

Only you can restore virtue to Britannia, where the Guardian has conjured eight columns of evil, which rise from the deepest dungeons and drain all the land's magic. All new animated combat and spell systems. Over 50 fantastic creatures to play with that have individual AIs. A walkthrough tutorial. Simple to use inventory system. Stunning 16-bit color 3D graphics. *IBM Requires: Pen 133, 16mbRAM, 4xpCD-ROM, 16-bit SVGA; Win'95. Due Sept.* **IBM - $90.00**

## WARCRAFT II Tides of Darkness — Blizzard

Return to the world of WarCraft, where the battle between the evil orcs or noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues. Supports 2-8 players via network, one player against the computer, or two players via modem or null-modem, has a map builder, command new weapons of war including dragons, submarines, air-balloons, elven archers, griffins, battleships, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great. Human galleys with full sails, strange orc ships, subs, etc. *IBM Requires: SVGA, 486/33+, CD-ROM, 8mbRAM.* **IBM - $50.00 Playstation $55**
**Warcraft II Official Secrets & Solutions** Official hint book. **$30.00**
**WARCRAFT II Expansion Set** The humans must venture beyond the Dark Portal into the dark, uncharted lands of the orcish Horde. 24 new scenarios set within two new story lines (orcs or humans), over 50 custom maps, new legendary heroes, new 3-D cinematic sequences. You must have the full version of the game to use. *IBM Requries: as above.* **$50.00**
**WARCRAFT BATTLE CHEST** A massive boxed set that includes Warcraft I, Warcraft II plus Warcraft II Expanset Set. **$99.00**
**The Next 350 Levels** Over 350 new authorised battlegrounds. **$50.00**

## WARCRAFT Lord of the Clans — Blizzard

The pivotal next chapter in the epic Warcraft saga. Players return to the land of Azeroth as Thrall, a young virile orc robbed of his heritage after being raised in servitute by humans. Destined to reunite the disbanded orcish clans, he must escape the humans' shackles and return the orcs to dominance. More than 60 stunning locations within seven Azeroth regions. Over 70 animated characters including many familiar faces. *IBM Requires: Pentium 90, SVGA, 2xpCD-ROM, hard disk, Win'95 or Dos 6.22, 16mbRAM. Due Oct.* **$50.00**

## WARLORDS III — SSG

The popular epic fantasy game of strategy and conquest is back in an all new third edition. Powerful wizards arise to contend for power and build a new empire. Zombies, elementals, and other unspeakable beings array against heroes, warriors, and mercs, humanity's last and best hope. Using shrewd strategy, fierce fighting skill, powerful talismans and ancient magic, you may conquer all of the other wizards and cities to become the greatest Warlord of all! You command heroes and armies in a semi top-down view, and a unique simultaneous mode shows each army's actions in real-time. Over 80 animated heroes, warriors and creatures. Powerful computer AI. Random map generator. Cast magical spells. And a campaign mode. Good fun playing against the computer or against human opponents. *IBM Requires: Win'95, Pentium 75, 16mbRAM, 4xpCD-ROM, SVGA.* **$75.00**
**Warlords III The Official Strategy Guide** Hint book. **$30.00**

## WARHAMMER Shadow of the Horned Rat — MIN

Warhammer Fantasy Battle Miniatures game is now a computer game. You are the leader of the mercenary army the Grudgebearers, and it is your task to protect the Empire from endless hordes of orcs and skaven. There are more than 40 battles with gorgeous visuals, challenging strategies, in-depth backgrounds; there are lots of troop types to choose from; the battles are linked together by a detailed story; battles are real time with a semi top-down 3D view; & there is a complete campaign. All the troops statistics are straight from the Warhammer Fantasy miniatures game, leaders have their own names and stats; weapons include Short Bow, Long Bow, Wood Elf Bow, Crossbow, Gyrocopter Bomb, Volley Gun, Mortar, Rock Lobber, Cannon, Imperial Cannon, Doom Diver Catapult, Doomwheel, Greatsword, Hammer, Lance, Halberd, etc. Races included are the Empire, Elves, Dwarfs, Skaven, Orcs, Goblins, & Monsters. *IBM Requires: Windows 3.1, 486/66. 8mbRAM, SVGA.* **IBM - $50.00 PlayStation - $80.00**

## WARHAMMER FANTASY - DARK OMEN — SSI

Set in Games Workshop's Warhammer Fantasy universe. In the great forests of the Empire, Morgan Bernhadt leads the mercenary army against the scourge of greenskin raiders. Elsewhere the mighty Dread King stirs. Battles take place in a full screen real-time 3D environment, with complete freedom to move, rotate and zoom. Command regiments of cavalry, infantry, and archers as well as wizards, war machines and colossal monsters. Sophisticated computer AI controls enemy armies or you can play against another human, hot seat or via serial or modem. *IBM Requires Pentium 90, Win'95, 16mbRAM, hard disk, 4xpCD-ROM, SVGA, 1mbVideo card.* **$80.00**

## ZORK GRAND INQUISITOR — Activision

Expert puzzle-solver and treasure hunter sought for recovery of three sacred treasures. Rediscover the magic of Zork, visit the famous landmarks that made Zork famous. Enlist the aid of three fantastic characters on your magic quest: Lucy Flathead, a Brognoid and the Griff. Experience the wit and unpredictability of the Underground, a wise-cracking Dungeon Master, a fish with an attitude, and a subway system with no brakes. You have unprecedented 360° freedom. *IBM Requires: Pentium 90, Win'95, 4xpCD-ROM, 16mbRAM, SVGA.* **$50.00**
**ZORK: GRAND INQUISITOR Official Strategy Guide** **$30.00**
**Prima's Unauthorised Guide to ZORK GRAND INQUISITOR** **$30.00**

# Advanced Dungeons & Dragons

**AD&D BALDUR'S GATE** — Interplay
Set in the Forgotten Realms, Chaos threatens to overwhelm the Sword Coast. The state of Amn is under siege to the south, the High Moor is being overrun in the north, and the region around Baldur's Gate is in turmoil. And someone or something is sabotaging all the iron in the region - it all cracks from just normal wear and tear. So everyone's weapons are breaking and are useless. Is some ancient evil about to take advantage of this situation? Features real-time environmental effects such as rain, snow, lightning; absolutely stunning SVGA graphics; you have a party of five characters who fight 60 monsters and use 100 spells. *IBM Requires: Pentium 75, Win'95, 4xpCD-ROM, hard disk, 8bm RAM, 2mbVideoRAM, SVGA* — *Due Aug.* — $90.00

**AD&D BIRTHRIGHT: The Gorgon's Alliance** — SSI
Role playing in the AD&D Birthright. The Gorgon builds his power through bloodtheft - killing the kings of Anuire and consuming their divinely-granted bloodlines. You must command heroes, wizards and mighty armies to stop him. With role playing, battle-strategy and real time combat. Bright, 3D graphics bring the magical land of Anuire to life. 34 interactive characters and multiple variations make for amazing depth of play. You encounter treasures, resources, allies, and foes, including the Spider King, the Gorgorn. Players can choose to play a thoughtful, turn-based game or a fast paced, real-time game. *IBM Requires: 486/66, CD-ROM, Win'95, 8megRAM.* — IBM - $50.00

**AD&D BLOOD & MAGIC** — Interplay
Prepare to enter five sweeping tales of enchantment and conquest set in the most popular fantasy world of all time...the Forgotten Realms. With a semi-topdown 3D view, you visit five unique realms, with a total of 30 missions, each with its own unique landscape and exotic magical items to manipulate. Fantastic weapons, treasures, magical potions, violent spells, 30 AD&D Forgotten Realms creatures to fight with and against, a simple point-and -click interface. Armed with ancient artifacts, your troops rally forth to battle goblin hordes, dark wizards, and lords of chaos. *IBM Requires: 486/66, 8mbRAM, CD-ROM.* — IBM - $50.00
**AD&D Blood & Magic Official Strategy Guide** — $30.00

**AD&D COLLECTORS EDITION** — SSI
SSI made a series of really popular AD&D RPG adventures that have been unavailable for some time now. Well, now you can buy all 9 of them on CD-ROM for a great price. The nine games included with this package are (Forgotten Realms) *Pool of Radiance, Curse of the Azure Bonds,Secret of the Silver Blades* and *Pools of Darkness;*(Dragonlance) *Champions of Krynn, Death Knights of Krynn,* and *The Dark Queen of Krynn*; and (Savage Frontier) *Gateway to the Savage Frontier,* and *Treasures of the Savage Frontier.* You can transfer characters from one game to the next within each epic. *IBM Requires: 2mbRAM, CD-ROM, EGA/VGA,hard disk.* — IBM - $60.00

**AD&D DESCENT TO UNDERMOUNTAIN** — SSI
The stone belly of Undermountain below Waterdeep plays home to horrific monsters, dark magics, and unspeakable evils. Experience these terrors in the first AD&D action RPG to offer multi-character development. In this spell-ridden maze of dungeons and rips in the very fabric of reality lies the ultimate threat...the Flame Sword of the Spider Queen Lloth. With 20 dungeons, 3D polygon monsters, uses the *Descent* game engine with full 360° movement, 7800 frames of animation, includes a Dwarf Temple, Egyptian level, Crypt, etc: reflecting mirrors, stained glass you can sort of see through, etc. *IBM Requires: Pentium 90, 32mbRAM, hard disk, 4xpCD-ROM, SVGA.* — $60.00

**AD&D FORGOTTEN REALMS ARCHIVES** — SSI
A compilation of 12 Forgotten Realms computer games. These are: Pool of Radiance, Hillsfar, Curse of the Azure Bonds, Secret of the Silver Blades, Pools of Darkness, Eye of the Beholder 1, 2 & 3, Dungeon Hack, Gateway to the Savage Frontier, Treasures of the Savage Frontier, & Menzoberranzan. *IBM Requires: 386/40+, 4mbRAM, VGA, hard disk, CD-ROM.* — $90.00

**AD&D MASTERPIECE COLLECTION Bonus** — SSI
Six AD&D titles in one box. Dark Sun Shattered Lands, Dark Sun Wage of the Ravager, Ravenloft Strahd's Possession, Ravenloft Stone Prophet, Forgotten Realms Menzoberranzan and Al-Qadim Genie's Curse. The bonus is that all the hint books for these games are included free on the CD-ROMs. *IBM Requires: 386/40+, 4mbRAM, VGA, hard disk, CD-ROM.* — $60.00

# Miscellaneous

**20 GIANT GAMES** — Various
A collection of 20 classic games, being Manic Karts (go-carts), Zone Raiders (futuristic car racing), Lure of the Temptress (3D fantasy adventure), Goal! (soccer game), Conspiracy (KGB adventure), KA-50 (helicopter simulator), Sensible Golf, Pool, Hand of Fate (fantasy adventure), Iron Assault (sci-fi battle simulator), Civilization by Sid Meier, F-15 Strike Eagle, Grand Prix, Flying Fortress, Master of Orion 1, Dog Fight, Star Lord, Subwar 2050, Machiavelli the Prince, F-117A. *IBM requires: 486/33, 8mbRAM, 2xpCD-ROM, hard disk, SVGA.* — IBM - $50.00

**5001 GAMES** — Various
4 CDs loaded with everything from Arcade Classics to the latest 3D adventures, plus sports and casino games. An indexed menu allows you to select from a multiple categories. *IBM Requires: Pen 100, Win'95, 16mbRAM, 6xpCD-ROM, SVGA, hard disk.* — $35.00

**ADDICTION PINBALL** — MicroProse
Immerse yourself in a game of skill, dexterity and sharp reflexes. Lose yourself in the excess of dazzling table graphics and sub-games. With the most accurate pinball collision dynamics ever devised, a *Worms* table, multiple viewing angles, enhanced animation, speech and music, etc. *IBM Requires: Pen 75, 16mbRAM, 2xpCD-ROM, SVGA, 1mbVideo Card.* — IBM - $60.00

**ADVENTURE 3 Out of This World Games** — Wolf
Contains three complete games: *Space Quest 6 Roger Wilco,* where Roger Wilco fights grime and battles evil adversaries; *Lighthouse,* where you pass through a shimmering portal into a world teeming with invention, discovery, and evil. And *Police Quest: Open Season;* where someone is on a killing spree and it's up to you to solve these seemingly random murders. *IBM Requires: Win 3.1+, 486/66, 12mbRAM, 2xpCD-ROM, hard disk.* — $50.00

**AFL '98** — EA Sports
This is AFL the EA Sports way, the exclusive official AFL license featuring real teams and real players. Has all 16 AFL teams with 336 players, a 3D Virtual Stadium, commentary, spectacular marks, tackles, collisions, several types of matches, accurate player performance, etc! *IBM Requires: Pentium 90, 16mbRAM, 2xpCD-ROM, SVGA, hard disk.* — $80.00

**ALL-NIGHTER: Anthology 2** — Various
Includes six great titles and six hot demos. The six games are: *BlackThorne,* the ultimate showdown between good and evil; *BattleChess, SimCity, Castles II Siege and Conquest;* the game of castle warfare; *Cyberia* and *Frankenstein the Monster* where you play the monster! *IBM Requires: 486/66, 8mbRAM, SVGA, CD. Due July.* — $60.00

**BEST OF ARCADE** — Various
Over 100 32-bit arcade games compiled in one box for your IBM PC, all formated for Windows'95. Includes games such as Space Invaders, LemmingsLooney, Checkers, Chess, Chinese Checkers, etc. *IBM Requires: IBM Requires: Pen 100, Win'95, 8mbRAM, 4xpCD-ROM, SVGA.* — IBM - $30.00

**BLACK DAHLIA** — Take2
It is November 1941, where a vicious serial killer stalks the US. You follow the plot through an eerie landscape of death, deceit and occult destiny to unravel a time-lost mystery. The superb storyline is inspired by actual events. A stunningly rendered, convincingly real 3D game world that includes over 70 locations on two continents, more than 60 challenging puzzles, live action characters including Dennis Hopper, and unique interface. *IBM Requires: Win' 95, 16mbRAM, Pentium 90, 4xpCD-ROM, SVGA. hard disk.* — $90.00

**BROKEN SWORD II** — Virgin
An animated adventure. Intrepid adventurers George and Nico are embroiled in yet another mysterious escapade of brutality, calamity and immortality in this sequel. The discovery of a sinister drugs ring reveals an arcane power of an ancient civilization. Kidnap, stolen treasure, astronomy and deadly drug barons are the least of your worries. *IBM Requires: Win' 95, 16mbRAM, 486/66, CD.* — $80.00

**CAPITALISM PLUS** — IM
The original Capitalism returns with the same award winning gameplay, plus new graphics, new scenarios, new industries, new real world markets, and a new map and scenario editor that lets you configure the products, industries, goals, and all the items needed to make a scenario that fits your interests. New random events like riots, disease and technological breakthroughs to keep you on your toes! *IBM Requires: 386/33, 4mb RAM, hard disk, SVGA, 2xpCD-ROM.* — $40.00

**EA SPORTS: CRICKET '97 Ashes Tour Edition** — EA
This edition includes the Australian and English Ashes teams, new commentary from what's 'is face, enhanced game play and realism, true 3D stadium, instant replays, option to play with and against your own custom created teams, etc. *IBM Requires: Pentium 90, 16mbRAM, CD-ROM, SVGA, hard disk, Win'95.* — $50.00

**CARMAGEDDON** — SCI
This game is sick and demented, got a lot of bad publicity, and hence is also very, very popular. This is the nastiest driving game in the world. Pit your wits and wheels against 25 maniac drivers over 36 formidable race circuits in your quest to become the King of Carnage and the Prince of the Pile-up. You actually get points for running down pedestrians and farmyard animals. You can exchange these points while driving to repair damage or get better features. There is total freedom to explore every circuit in all its detail looking for hidden bonuses. Crash, crumple, burn, skid and jump in glorious 3D. *IBM Requires: Win'95 or Dos 6.2, Pentium 75+, CD-ROM, SVGA, 8mbRAM DOS, 16mbRAM Win.* — $30.00
**Carmageddon Splat Pack** Eighteen new tracks, 15 new cars, 4 new environments, and more network levels. *Requires as above.* — $50.00

**COMBAT CHESS** — empire
Includes a chess engine written to Grand Master standard by a world champion chess programmer, with several levels of play. You can use traditional pieces, or you can use animated pieces, with over 600 animation sequences of when they fight, such as a Black Knight turning White Pawns into Jelly, the Queen headbutts the enemy king. *IBM Requires: Pentium 90, 8mbRAM, 2xpCD-ROM.* — $70.00

**FLIGHT SIMULATOR '98** — Microsoft
The world leader in flight simulation for the PC pushes technology and realism beyond the horizon. With a global database of scenery and airports, pilot-tested flight models, detailed instrument panels, and a fleet of challenging aircraft including helicopters, planes and jets, this is as real as it gets. 3-D acceleration and MMX technology snap scenery into an electrifying new dimension. *IBM Requires: Win'95, 8mbRAM, 486/66, 2xpCD. MMX optional.* — $90.00

**FLIGHT UNLIMITED II** — Eidos
Puts you in a virtual aviation world unmatched by any other flight sim. Take off from 48 different airports. Soar over 11,000 square miles of breathtaking San Francisco Bay Area terrain. Your skill and nerve will be put to the test as you come face to face with variable weather conditions, a sky crowded with air traffic, and unique adventures. With photo realistic landscapes, 3D buildings, communicate with ground, tower and approach controllers, five popular aircraft. *IBM Requires: Win'95, 8mbRAM, 486/66, 2xpCD. MMX optional.* — $50.00

**FULL THROTTLE** — LucasArts
A re-release of the classic. Motorcycles, mayhem, murder - a heavy metal adventure. *IBM Requires: 486/33, 8mbRAM, hard disk, SVGA, CD-ROM.* — $40.00

**GRAND THEFT AUTO** — BMG
Experience for yourself every classic car chase ever seen. Race at breakneck speed through an immense, living city, out-running and out-witting rival gang members, mercenaries, hired killers and an entire police force. Features a unique, zooming, top-down view, over 6,000 km of freeways, backstreets, roads, etc. Open ended mission structure. Hidden missions, secret areas, insane power ups, etc. *IBM Requires: 486/100, CD-ROM, 16mbRAM, SVGA.* — $90.00

**HOT WHEELS MOUSE** — Mattel
This is a mouse. But not an ordinary, average mouse. It looks like a hot wheels toy car about 14cm long. The bonnet has two halves - these are the mouse buttons. It has a mouse-ball on the bottom. The headlights and taillights work. The "motor" revves and vibrates. When used with a soundcard, it makes braking and horn sounds. Requires 2 "AA" size batteries. Pretty cute, eh? — $50.00

**INDUSTRY GIANT** — InteractiveMagic
Choose from a huge variety of industries in which to specialize: toyx, sports gear, wood products, jewelry, electronics, cars, etc. Build and manage transportation networks for goods and materials using trucks, trains, ships, planes. Launch your career in any decade from 1960 - 2060, and adapt to the industry conditions of historical, present-day, and futuristic settings. Play through campaigns or scenarios. Even custom build your own scenarios. Master the basics with an easy to use tutorial. Multiple difficulty settings. Beautiful graphics cater to 640x480, 800x600, even 1024x768. *IBM Requires: Pentium 90, Win 95, 16mbRAM, 4xpCD-ROM, hard disk, SVGA.* — $70.00

**Leisure Suit Larry Collection** — Sierra
A collection of five full games, being *Leisure Suit Larry in the Land of the Lounge Lizards, Leisure Suit Larry3: Passionate Patti, Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work, Leisure Suit Larry Goes Looking for Love in Several Wrong Places, Leisure Suit Larry 6: Shape UP or Slip Out.* IBM Requires: *486+, 2xpdCD-ROM, 8mbRAM, VGA.* — $75.00

**MADDEN NFL '98** — EA Sports
NFL football Madden style. The legendary gameplay that has made John Madden Football the #1 sports game of all time. The result: the most authentic NFL experience to date on the PC. Features TV style expert commentary, over 120 current and historic NFL teams, great computer AI that can adjust offenses and defenses on the fly, you can customize every detail of your dream Sunday match-ups; motion captured graphics bring the hits to life, with animations of real players. Can be played via modem and network. *IBM Requires: Pentium 133, 16megRAM, SVGA, 4xpCD-ROM, hard disk.* — IBM - $50.00

**MEGA 3 PACK Volume 1** — Various
Includes three top selling games: *Carmageddon,* a sick little racing game where you score points for driving down civilians, *Ecstatica II,* a graphic fantasy adventure game in a world of magic, traps and danger; and *X-COM Apocalypse,* a science fiction strategy adventure game where evil aliens are invading the Earth, and you have to stop them. *IBM Requires: Win'95, Pen 75, SVGA, 16mbRAM, 4xpCD-ROM, hard disk.* — IBM - $75.00

**MEGAPAK 8** — Various
Includes 10 complete games on 11 CD-ROMs. Master of Orion II, Simcity 2000, Screamer 2, Mechwarrior 2, Jack Nicklaus 4, Broken Sword, Jagged Alliance Deadly Games, IM1A2 Abrams, Atari 2600 Action Pack and Return to Zork. *IBM Requires: Pen, SVGA, 16mbRAM,24xpCD-ROM.* IBM - $99.00

**MONKEY ISLAND MADNESS** — LucasArts
In the tradition of true Lucas Arts humor and classic graphics adventures, the Monkey Island series is brought together for the first time to create a truly unique collectors pack. This exciting pack contains The Secret of Monkey Island, Monkey Island II, and a demo of Monkey Island III. *IBM Requires: Win '95, Pentium 90, 16mbRAM, 4xpCD-ROM, SVGA.* — $30.00

**MONOPOLY** — Hasbro
Watch the famous game come to life with superb 3D animations. With great soundtrack, over 800 high-res animations: watch as tokens skip, race and gallop around the board; play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. Up to six humans can hot-seat on the one computer. *IBM Requires: 486/33+, 8mbRAM, CD-ROM, Windows '95.* — $70.00

**MONTY PYTHON'S The Meaning of Life** — T2
Based on the film, but really something completely similar yet entirely different. Experience the heart-warming miracle of birth, the joy of growing up, and the giddy thrill of getting old and dying. Unravel the mysteries of human existence. The game insults absolutely everyone in absolutely every way. It is guaranteed to offend. Totally weird and wacky. *IBM requires: Pentium 90, 16mbRAM, SVGA, 4xpCD-ROM, Windows '95, hard disk.* — IBM - $90.00

**NBA LIVE '98** — EA Sports
Experience the NBA lifestyle. Hip graphics and progressive music combine with the most realistic competitive gameplay available. Power control, power moves, and power gameplay. With new direct dunking, new direct passing, tight player moves, new GM mode that lets you choose franchises, draft players, and play custom seasons; new 3-point shoot-out, you can always control your favorite player, improved AI, new 3D all-polygon high-res graphics, etc. *IBM Requires: Win'95, Pentium 100, 16mbRAM, 4xpCD-ROM, SVGA.* — IBM - $50.00

**NHL '98** — EA
The most realistic hockey game ever made. With coaching strategies, realistic powerplays, breakouts, forechecks, and backchecks. Authentic commentary, tournament mode with 44 teams, create your own tournament and teams, over 500 real NHL player faces on the players, etc. *Requires: Win'95, Pentium 90+, 4xpCD-ROM, 16mbRAM, hard disk.* — $50.00

**ON-LINE GAMES** — Sierra
Now you can play 12 of Sierra's most popular on-line games without the expense of buying full games at full prices. The on-line games included are: Lords of the Realm II, Golf, Minigolf, You Don't Know Jack - the Net Show, Red Baron II, The Time Warp of Dr Brain, Hoyle Poker, Hoyle Blackjack, Outpost 2, AD&D Birthright, The Realm, and You Don't Know Jack - Sports Netshow. *IBM Requires: Win '95, Pentium 60, 2xpCD-ROM, 14.4+ modem, SVGA,* and *Red Baron requires Pentium 133, etc.* — $70.00

**POWER CHESS '98** — Sierra
Meet your perfect opponent - the Power Chess King always plays just a bit better than you - just enough to make you stretch. He remembers what you play against him - the same trick won't work twice - and as you improve, so does he. He is also the most human opponent you'll find in a box. When he gets ahead, he goes for the kill. When he's losing, he practically squirms. He takes chances on offense and defense. Spot his weaknesses and turn them to your advantage. The Queen of Chess also gives you running commentary on how to play or improve. Contains dozens of built-in opponents. *IBM Requires: Pentium, 2xpCD-ROM, SVGA, Win'95, hard disk, 12mbRAM.* — $50.00

**PRO PILOT** — Sierra
From your first tutorial session to the first time you solo over your home town, it's clear that this is the most technically accurate, challenging and authentically true-to-life flight simulator of commerical aircraft available for the PC. Includes 29 photorealistic cities, superior terrain, basic and advanced instruction, every flight instrument and readout is authentically functional. You can fly Cessna Skyhawk 172, Beechcraft Bonanza V35, Cessna Citation Jet 525, etc. *IBM Requires: Pentium 90, 16mbRAM, 2xpCD-ROM, SVGA, hard disk.* — $80.00

**RAILROAD TYCOON Deluxe** — Microprose
Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Control 32 types of trains, each with its own speed and characteristics. *IBM Requires: 486+, CD-ROM, 4megRAM.* — $30.00

**SIMCITY 2000 CD Collection** — MAX
This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. The completely revamped version of Simcity, with 3-D views available at three magnification levels and graphics so stunning you can't put the game down. If you do a good job of running your city, people will flock to it, otherwise they'll leave. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed Simcity, you'll love Simcity 2000. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. — IBM - $50.00

**SIMSAFARI** — Maxis
Create and explore your own African safari park and camp! Imagine yourself in rugged bush country, peering through binoculars at vast herds of elephants, zebras and lions. Choose from exotic plants and wildlife to create your own safari park. Team with a neighboring village and building a flourishing safari camp. Pitch tents, construct lodges and building swimming pools to make part visitors happy. Even tackle wild missions. Challenge your knowledge of African wildlife with the Safari Smarts trivia game. *IBM Requires: 486DX100, 16megRAM, SVGA, 2xpCD-ROM, Win'95.* — IBM - $50.00 — MAC - $50.00

**STAR WARS MONOPOLY** — Hasbro
The classic Monopoly game but set in the Star Wars universe. You can play any of the major characters, who move about the board in full motion, all new dialogue, over 150 film clips, great new 3D board and graphics, and up to six human players can play. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4xpCD-ROM.* — $80.00

**TEX MURPHY: OVERSEER** — Access
Your client is drop-dead gorgeous. Her father is just plain dead - of apparent suicide. She's certain he was murdered and is willing to do anything to prove it. You are Tex Murphy, P.I., willing to do anything to pay your rent. Your investigation leads you to a dark secret; an elite team of specialists has created something unspeakable, and each of them is marked for death. Now only you stand between freedom and the Overseer. Features over 20 mini-mysterious as well as the primary objective, over 31 virtual reality locations, over 40 live actors to converse with, 3D exploration with full freedom of movement. *IBM Requires: Pentium 133, Win'95, 16mbRAM, 2mbSVGA, 4xpCD-ROM.* — IBM - $75.00

**THE BEST OF MICROPROSE STRATEGY** — Micro
Contains Civilization II, Apocalypse X-COM, and Magic the Gathering. *IBM Requires: Win'95, 16mbRAM, 4xpCD-ROM, SVGA, 486/100.* — IBM - $75.00

**TRANSPORT TYCOON** — MicroProse
Construct complex road-rail-air-sea networks to shift cargo, goods and passengers through the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, docks and airports and make money by connecting areas requiring transport services. Experience cut-throat rivalry, deal with characteristic town councils, cope with disasters and use new vehicles as they are introduced over time. Also the world editor that lets you build new worlds from scratch, including an alternative Martian landscape! *IBM Requires 386+, SVGA, 2xpCD-ROM, 4mbRAM, hard disk.* — $24.00

**THE LUCAS ARTS ARCHIVES Vol I** — LUC
Four complete games and a screen saver. *Indiana Jones and the Fate of Atlantis,* where India needs to stop the Nazis getting their hands on the thing that sank Atlantis. *Sam & Max Hit the Road,* twisted comic humor, *Star Wars Rebel Assault,* described in the SF section, *Day of the Tentacle,* a brilliant comic spoof, and a Star Wars screen saver. *IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA.* — IBM - $60.00

**THE LUCAS ARTS ARCHIVES Vol III** — LUC
Six complete games: *Star Wars Dark Forces I, Monkey Island Madness I* and *II, The Dig, Full Throttle, Afterlife,* and a CD of demos. *IBM Requires: 486/66, CD-ROM, 8mbRAM, SVGA.* — IBM - $80.00

**THE CURSE OF MONKEY ISLAND** — Lucas
Third in the legendary Monkey Island series of graphic adventures. With film quality animation, voice, sound and music - the undead come to life before your very eyes. Incredible high-resolution (640 x 480) graphics, 30 plus hours of gameplay, two difficulty settings, new and improved insults suitable for swordfights and other fun occasions. This series is always a guaranteed laugh. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4xpCD-ROM, SVGA.* — $90.00

**ULTIMATE RACE PRO** — MicroProse
Hard day at the office? Vent your frustrations in the ultimate multiplayer destruction arena. Radical graphics and effects like smoke, sparks and skid marks. Redline any of 16 street cars on 18 different city, country and desert tracks. Fast and fierce multiplayer over the Internet, LAN or modem lets you race with anyone. Varied and slick weather conditions often result in unexpected bodywork. *IBM Requires: Pen 133, Win'95, 16mRAM, SVGA 800x600, 2xpCD.* IBM - $85.00

**WORLD CUP '98** — EA Sports
The offical game of soccer, Features all 32 World Cup France '98 teams, all the players and all the magic. Take your country to the Final and try to win it all. Set up team strategies and execute them at the press of a button. Run tactical plays to set up good shots at goal. Choose from Wing Bkac Run, Attacking Press, Offside Trap and more. Also has eight World Cup Classics to play, including the 1970 Brazil vs Italy. Advanced graphics bring your favorite team to life. *IBM Requires: Win 95, Pen 100, 16mbRAM, 4xpCD-ROM, SVGA.* — IBM - $80.00

**WORMS 2** — Microprose
They're back, they're cute, and deadlier than ever! Enter the bizarre and fantastic cartoon world of Worms 2. Wreak havoc on your rivals, in a game of revenge and petty-minded cruelty. Humiliate your friends, take revenge on your family, annihilate complete strangers. With an astonishing array of new weaponry, new animation brings worms to life! Weird worlds and loony landscapes. Go it alone in Wormbo style, or play against other human opponents. Customize the game to your heart's content. *IBM Requires: Pentium 75+, Win'95. 2xpCD-ROM, 16mbRAM.* — $50.00

# Faulty Programs

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on you behalf. When they send us the replacement, we'll get it straight back to you.

# Military Simulations

P.O. BOX 164, MOORABBIN, VIC. 3189, AUSTRALIA
Phone (03) 9555 8886 from 8.00am - 4.30pm Fax (03) 9553 3339
Email Address: rdf001@milsims.com.au


## MAIL ORDER FORM

To place an order, if possible, please fax this order form to us quoting your Mastercard, VISA or Bankcard. Our second preference is for you to Email us your order with your credit card details, or to ring us with your order and give your card details over the phone. Otherwise, please post your order to us quoting your card details, or, our last preference is for you to post your order to us with a cheque or money order. Do *not* send any cash through the mail.

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# Magazine Subscriptions

### CITADEL JOURNAL
Another quality production by Games Workshop, a half A4 sized magazine with heaps of articles on all of their games, including House Rules, scenarios, news, reviews, special characters, etc.

$15.00 for 1 issues ☐
$43.00 for 3 issues ☐
$80.00 for 6 issues ☐

### COMMAND MAGAZINE
A top quality wargames magazine that contains a complete game in each issue as well as a full commentary of the topic of the game, plus numerous other articles regarding military history, from ancient to modern day. *Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine.* "Normal" issues normally contain one full color mapsheet and around 240 counters. The *"bumper"* issues have up to 2 maps and up to 1,000 counters.

$50.00 for 2 issues ☐
$135.00 for 6 issues ☐
$240.00 for 12 issues ☐

### CRITICAL HIT MAGAZINE
Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit,* released twice a year. This magazine contains ASL scenarios plus heaps of articles covering all aspects of ASL.

$45.00 for 2 issues ☐
$85.00 for 4 issues ☐

### DRAGON MAGAZINE
TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures for Forgotten Realms, Dark Sun, Dragonlance, Planescape, etc. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews on products from other companies too, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

$27.00 for 3 issue ☐
$51.00 for 6 issues ☐
$97.00 for 12 issues ☐

### DUNGEON
TSR's bi-monthly publication specifically dedicated to AD&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at lease four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventurs are campaign-specific, set in either the Dark Sun, Forgotten Realms, Ravenloft, or other such realms. Publication regularity is excellent.

$27.00 for 3 issues ☐
$48.00 for 6 issues ☐
$86.00 for 12 issues ☐

### FUTURE WARS
At last we've found another magazine *totally* devoted to BattleTech. Future Wars is a 56 page magazine containing up to 28 mech designs for the Innersphere and Clans, each design with a record sheet and background notes. It also has strategies and tactics, and other articles. The magazine is already up to issue 38 so it is not following the pathetic track record of *BattleTechnology*, which released about one issue a year towards the end.

$43.00 for 6 issues ☐
$77.00 for 12 issues ☐

### GENERAL MAGAZINE
Avalon Hill's great publication that deals exclusively with Avalon Hill simulations. Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

$30.00 for 3 issues ☐
$54.00 for 6 issues ☐
$96.00 for 12 issues ☐

### INFERNO MAGAZINE
At long last, Games Workshop are releasing a new magazine that contains only fiction, covering their various universes. There are stories and comic strips, 3D city scapes, campaign maps, all from their Warhammer Fantasy, Warhammer 40,000, Necromunda, etc, worlds. We have in stock issues 2, 3, 5

$10.00 for 1 issues ☐
$57.00 for 6 issues ☐
$108.00 for 12 issues ☐

### INQUISITOR MAGAZINE
Inquisitor Magazine is made by Armorcast in the USA, and is a dedicted to Warhammer 40,000. It includes scenarios, articles, one issue had two complete Squat Army lists, (issue # 15 - still available), and also has data sheets for all manners or 40K titans and vehicles, including modified tanks!

$22.00 for 3 issues ☐
$40.00 for 6 issues ☐

### MARS: ADVENTURES IN MINIATURE
BattleTechnology magazine has been canned by FASA, and we have been looking for a magazine to replace it. And this magazine fits the job description perfectly. The magazine features scenarios, variants, army lists, and model building tips for the following miniatures' games: Warzone, Warhammer 40,000, BattleTech, Heavy Gear, Warhammer Fantasy Battle, etc. 64 pages. First issue due August. BattleTechnology subscribers will be sent this magazine.

$33.00 for 3 issues ☐
$63.00 for 6 issues ☐
$118.00 for 12 issues ☐

### PROTOCULTURE ADDICTS
A top quality magazine on Japanese anime and manga. We have found one! *Protoculture Addicts* is brought out bimonthly. It is produced by *Janus Publications*, the people who have given us *Heavy Gear Fighter*. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and vidoes. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

$24.00 for 3 issues ☐
$45.00 for 6 issues ☐
$81.00 for 12 issues ☐

### SCRYE: Collectable Trading Card Game Guide
A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

$24.00 for 3 issues ☐
$43.00 for 6 issues ☐
$77.00 for 12 issues ☐

### STAR WARS ADVENTURE JOURNAL
By West End Games. Take a fascinating voyage through the Star Wars galaxy with the Star Wars Adventure Journal. Each issue features exciting adventures, new source material and tales from the Star Wars universe. Each issue contains original works of fiction, such as a short story by Timothy Zahn or Kathy Tyers.

$20.00 for 1 issue ☐
$57.00 for 3 issues ☐
$108.00 for 6 issues ☐

### STRATEGY & TACTICS
A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as a indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategical simulations including several empires.

$33.00 for 1 issue ☐
$94.00 for 3 issues ☐
$178.00 for 6 issues ☐
$316.00 for 12 issues ☐

### THE DUELIST
By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

$27.00 for 3 issues ☐
$51.00 for 6 issues ☐
$97.00 for 12 issues ☐

### UNSPEAKABLE OATH MAGAZINE
By Pagan Publishing, this is a dedicated Call of Cthulhu magazine. They normally release bumper double issues these days.

$19.00 for 1 issues ☐
$54.00 for 3 issues ☐
$100.00 for 6 issues ☐

### WARHAMMER MONTHY
Games Workshop are now producing a comic that features stories from Warhammer 40,000, Epic Warhammer 40,000, Warhammer Fantasy, etc. Issue # 4, for example, starts a new strip about a Sister of Battle, continues the story of a Titan battling a world of orks, continues the story of a ship of Brothermarines, who stumble across a ship graveyard in space.

$5.00 for 1 issues ☐
$27.00 for 6 issues ☐
$50.00 for 12 issues ☐

### WHITE DWARF
White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quanlity glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

$8.00 for 1 issue ☐
$24.00 for 3 issues ☐
$40.00 for 6 issues ☐
$80.00 for 12 issues ☐

# New Product Subscriptions

### NEW AD&D ITEMS
Military Simulations is now offering AD&D *new products* on subscriptions, which we will send to you as soon as they are released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. (This offer does not include novels. See below for Novel Subscriptions).

*Below are charged to your credit card*

AD&D Core Rules - 6 items ☐ 10% disc
AD&D Core Rules - 12 items ☐ 10% disc
Planescape - 3 items ☐ 10% disc
Planescape - 6 items ☐ 10% disc
Forgotten Realms - 6 items ☐ 10% disc
Forgotten Realms - 12 items ☐ 10% disc
Ravenloft - 3 items ☐ 10% disc
Ravenloft - 6 items ☐ 10% disc

### NEW AD&D NOVELS
Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks.

$54.00 for 6 Forgotten Realms novels ☐
$91.00 for 12 Forgotten Realms novels ☐
$28.00 for 3 Dragonlance novels ☐
$54.00 for 6 Dragonlance novels ☐

### NEW ALTERNITY
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Alternity products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

### NEW BATTLETECH ITEMS
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* BattleTech & Mechwarrior products (*not novels)* as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

### BATTLETECH NOVELS
Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* BattleTech novel that FASA releases. They normally release around 4 - 6 new novels a year.

$30.00 for 3 novels ☐
$54.00 for 6 novels ☐

### NEW HEAVY GEAR ITEMS
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Heavy Gear products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

### NEW LEGEND OF THE FIVE RINGS RPG ITEMS
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Legend of the Five Rings RPG products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

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Credit Card for 6 items ☐ 10% disc

### NEW STAR WARS ITEMS
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Star Wars products (not miniatures) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

### NEW VAMPIRE ITEMS
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

### NEW WRAITH ITEMS
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Wraith items (not novels) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

## Note

When ordering a subscription to new items, such as *New BattleTech Items*, for example, we will charge your credit card for each item *when we send that item to you*. Your credit card will not be charged in advance.

# CRAZY SPECIALS

## Please Give Second Choices - As Some Specials Are Only While Stocks Last

## Trading Card Games

CRF **9 Pocket Sheet Card Holders (pack of 15 pages)**

**Crazy Special $4.20** **Normally $7.50**

Each sheet fits in Collectors Album Ringbinders, and fits 9 or 18 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. There are 15 sheets per pack. That's $0.28 per sheet, intead of the usual $0.50.

WIZ **JYHAD TRADING CARD GAME SPECIAL**

We have been able to grab some of the last Limited Edition Jyhad black border cards. This game by Wizards of the Coast, is a collectable card game set in White Wolf's dark Vampire: the Masquerade world. These cards are *fully compatible* with the new Vampire: the Eternal Struggle CCG. This game pits rival vampires against each other in a struggle for control over the sinister World of Darkness. You are an ancient Methuselah using political manipulation and force to dominate other vampires and drain your opponent's blood pool. There are over 400 cards in the set. Limited stocks, so be quick.

**Jyhad Starter Deck** 76 cards, rules **Crazy $3.00** **Originally $18**
**Jyhad Booster Pack** 19 cards **Crazy $1.00** **Originally $6**
**Jyhad Starter Display** 10 decks **Crazy $22.00** **Originally $180**
**Jyhad Booster Display** 36 packs **Crazy $22.00** **Originally $216**

## Wargames

XENO **ALEXANDER'S GENERALS**

**Crazy Special $50.00** **Normally $80.00**

A magnificent game from Xeno games, this is the game of Alexander the Great's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's *Shogun*. For 2 - 6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The sixty province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops, skirmishers, garrisons and triremes. Rules are nice and simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10, and skirmishes kill elephants on 7+ on D10. Players receive recruitment points from the provinces owned, and certain provinces provide certain troop types at a discount. 23"x25" color map, 552 color stand-up counters, 60 province cards, 4 D10 dice.

MAY **SETTLERS OF CATAN**

**Crazy Special $50.00** **Normally $75.00**

This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended.

FASA **BATTLETECH BOXED SETS SPECIAL**

**Crazy Special $145.00** **Normally $227.00**

For this special we will provide all four of the BattleTech boxed sets, also individually as follows:

**BattleTech Boxed Game** **Crazy $30.00** **Normally $47.50**

The game of giant mechanised battlemachines, called Mechs. This boxed set contains an Introduction to BattleTech book, 32pages of full color containing QuickStart Rules and universe background, two color map sheets, a 48 pages rulebook, a 32 page record sheet book, 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two each of 24 types.

**CityTech Boxed Game** **Crazy $39.00** **Normally $57.00**

This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke.

**BattleSpace Boxed Game** **Crazy $39.00** **Normally $57.00**

Aerospace combat in the 31st century, thrusts you straight into the heart of this vast arena, where jumpships, dropships and warships fight to carry their deadly mech cargoes into battle. Fully compatible with BattleTech. Includes rules, sourcebook with the history of naval warfare, statistics of ships currently in use in the Innersphere, two 22x34" maps, color counters, ship record sheets.

**BattleForce Boxed Game** **Crazy $45.00** **Normally $66.00**

Contains two complete games. *BattleForce* is a fast-paced, easty to play game that recreates large scale mech combat on a tactical level: play is streamlined to allow players to use entire battalions. *Planetary Assault* is a game of all out war on a strategic level. The game map represents an entire planet's surface and nearby space. With 320 counters, 4 maps, rules, map of Innersphere in 3059.

## Role Playing Games

RTG **CHAMPIONS SPECIAL**

**Crazy Special $63.00** **Normally $100.00**

This special includes the new Champions Roleplaying game plus the two expansions produced so far. Also individually:

**Champions: New Millennium** **Crazy $29.00** **Normally $42.50**

With 200 pages, 16 in color, this all new edition of Champions features the new combined Hero/RTG system, FUZION. A major cataclysm has shaken the very foundations of our universe, utterly destroying the mighty heroes who once protected humanity. The old Champions are all dead, but their enemies now prey on the world. Dr Destroyer, Black Paladin, Mechanon, Eurostar, to name a few, are bigger and badder than ever. Only you can stop them. With complete character write ups for the new Champions and their enemies, history, organisations, Bay City, special effects, etc.

**Champions: Alliances** **Crazy $16.00** **Normally $23.50**

You can't do it alone. You can do things that most people only dream about, but being a hero is a hard job - you need alliances. But not just heroes need allies, the bad guys need allies too. Now get the inside data on over two dozen new high powered characters, two new settings, etc.

**Champions: Bay City** **Crazy $22.50** **Normally $34.00**

Information on Bay City, where some of the greatest heroes and harshest villains on Earth call it home - it's the paranormal capital of the world. Details regions, neighborhoods, 30 hot spots, 20 new heroes and villains, new powers, etc.

SJG **IN NOMINE SPECIAL**

**Crazy Special $98.00** **Normally $151.00**

Includes the top selling In Nomine Roleplaying game, plus three of the core supplements. Also individually as follows:

**In Nomine Roleplaying Game** **Crazy $32.00** **Normally $45.00**

They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers, for good and evil, but they are merely pawns of greater powers still. This is the RPG of angels and demons in a perpetual battle for the future of mankind. Full color throughout, 208 pages.

**Revelations # 1 Night Music** **Crazy $25.50** **Normally $36.00**

Includes an adventure *The Demon Prince of Rock & Roll*, looks at the Archangel Laurence and Demon Prince Saminga; two new Superiors, expanded rules for soldiers, saints and the undead, ideas for adventures, etc.

**Revelations # 2 The Marches** **Crazy $23.50** **Normally $34.00**

Just be careful what *kind* of dream you have! The Marches is a vast dreamscape, ruled and fought over by Blandine and Beleth. Every mortal soul visits the Marches every night in slumber.

**Revelations # 2 Heaven & Hell** **Crazy $25.50** **Normally $36.00**

Details the architecture and inhabitants of heaven and hell, including Dominic, Yves, Asmodeus, Kronos, Zadkiel, and Mammon, with many adventure ideas.

WW **White Wolf Live Roleplaying Games**

**Crazy Special $88.00** **Normally $141.00**

Contains six of White Wolf's very popular Live Roleplaying games, which are live roleplay versions of their normal roleplaying games. Each title listed below *is a complete game in itself*. Also available individually:

**Laws of the Night** **Crazy $13.00** **Normally $20.00**

Live roleplaying rules for Vampire: the Masquerade. Clans, bloodlines, disciplines, character creation, derangements, influences, merits, flaws, paths, archetypes, abilities, FAQs: everything you need to be a vampire.

**Liber des Goules** **Crazy $13.00** **Normally $20.00**

Better than humans, better than vampires. Take the best of both worlds. If you're a ghoul, you get all the perks of being a vampire. - incredible powers, a look at what's really going on and best of all, immortality - without giving up going to the beach to get a tan.

**Laws of the Wild** **Crazy $17.50** **Normally $27.00**

Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. This is second edition live roleplay Werewolf. Leave your pencils and dice behind because its time to get Wild with the last, best hope this planet has: the Garou. 248 pages.

**The Long Night** **Crazy $13.00** **Normally $20.00**

Vampire Dark Ages live roleplay. Includes everything needed to play in a chronicle set in the Dark Medieval world.

**The Shining Host** **Crazy $17.50** **Normally $27.00**

Live roleplay Changeling rules. Welcome to the world of the Dreaming, where the dreams are real. This book has everything you need to bring the magic and mystery of *Changeling* into a live action setting. From chimera to cantrips, satyr debauchers to sidhe nobles. And they're waiting for you.

**Oblivion** **Crazy $17.50** **Normally $27.00**

Death used to be the end. Not anymore. Now *Oblivion* lets you take live roleplay across the shroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules for interactions with mortals, vampires and garou.

TSR **AD&D Classics: Mystara**

**Crazy Special $41.00** **Normally $86.00**

We've been able to track down some Mystara Boxed Campaign Setting, and the Mystara Monstrous Compendium. Stock is limited, once gone, we can't get any more, so first come first served. Also individually:

**Mystara Boxed Campaign** **Crazy $27.00** **Normally $54.00**

The D&D world translated into the AD&D game system. This boxed campaign setting includes an audio CD, which helps to set the scene and accompanies adventures. The Kingdom of Karameikos lies at the heart of the Mystara world, a world of high adventure and high magic in a land made for epic fantasy quests.

**Mystara Monstrous Com.** **Crazy $16.00** **Normally $32.50**

Gives the AD&D descriptions for over 100 monsters from the D&D world.

TSR **AD&D Classics Decks Special**

**Crazy Special $40.00** **Normally $80.00**

Now officially dropped by TSR are the *Deck of Encounters I* and *Deck of Encounters II*. We grabbed some before they all disappeared - also available individually:

**Deck of Encounters # 1** **Crazy $22.00** **Normally $40.00**

432 cards with unique and exciting encounters with monsters or nonplayer characters. The DM can choose cards & arrange as desired, or can be drawn at random.

**Deck of Encounters # 2** **Crazy $22.00** **Normally $40.00**

432 cards with all-new and exciting encounters with monsters or NP characters, as the DM & fate decides to reveal them.

TSR **AD&D Dungeon Masters Guides**

**Crazy Special $108.00** **Normally $157.00**

Last month we offered all fifteen Players Handbooks on special, this month it's the DMs turn. Five DMs guides are offered on this one special. Also individually:

**Arms & Equipment Guide** **Crazy $25.00** **Normally $34.00**

Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost & correct application, plus lots of nifty illustrations.

**Monster Mythology** **Crazy $18.50** **Normally $25.50**

Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblinoids (Orcs, Goblins, etc), Underdark races (the Drow, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races.

**Complete Book of Villains** **Crazy $22.50** **Normally $30.00**

Creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real.

**Sages & Specialists** **Crazy $25.00** **Normally $34.00**

Presents new rules and specialised nonplayer character classes to use in any campaign world. These nonplayer characters are unique in that they can grow and develop along with the players' characters.

**Of Ships & the Sea** **Crazy $25.00** **Normally $34.00**

The open sea, primal and unknown, beckons. Rules for sailing ships to exotic lands, and two systems for conducting naval combat. Also extends below the waves, revealing the secrets of underwater adventuring and exploration. The rules support *The Sea Devils* and the *Sahuagin adventure trilogy*.

TSR **AD&D Forgotten Realms Special**

**Crazy Special $64.00** **Normally $93.00**

This special offers three of the best selling Forgotten Realms supplements. Also available individually:

**Pages from the Mages** **Crazy $18.50** **Normally $25.50**

New spells from mages such as Daltim, Darsson, and Myrl. Fell creatures: the Tome Guardian, the Disenchanter, the Scalamagdrion. Details of more than 40 spellbooks, appearance, history, the magic they contain, the fates of their makers. And Elminster's very own travellering spellbook.

**Four From Cormyr** **Crazy $25.00** **Normally $34.00**

Four adventures centred around the kingdom of Cormyr. The adventures themselves are unrelated, but elements exist within each that permit the DM to tie them together into a big story. One story leads them into the Vast Swamp.

**Prayers from the Faithful** **Crazy $25.00** **Normally $34.00**

Companion to *Pages From the Mages*. Sacred spells are revealed, and many secrets, including a hallowed album which slew six dragons, a divine tome used to attract and slay 30 thieves, the Chanting Chain, etc.

AEG **Legend of the 5 Rings Travelogues**

**Crazy Special $28.00** **Normally $64.00**

We got a few too many of the Five Rings RPG character travelogues, so we offer all eight to you real cheap! Each Character Travelogue has a deluxe 12 page character sheet, honor and glory award records, Akodo's Code of Bushido, pages dedicated to spells, techniques, tattoos, etc, and, heaps of blank scroll pages on which to write your characters exploits! Also available individually:

**Crab Clan Character Travelogue** **Crazy $4.00** **Normally $8.00**
Crane Clan Character Travelogue Crazy $4.00 Normally $8.00
**Dragon Clan Character Travelogue** **Crazy $4.00** **Normally $8.00**
Lion Clan Character Travelogue Crazy $4.00 Normally $8.00
**Phoenix Clan Character Travelogue** **Crazy $4.00** **Normally $8.00**
Ronin Character Travelogue Crazy $4.00 Normally $8.00
**Scorpion Clan Character Travelogue** **Crazy $4.00** **Normally $8.00**
Unicorn Clan Character Travelogue Crazy $4.00 Normally $8.00

WW **Changeling Supplements Special**

**Crazy Special $42.00** **Normally $81.00**

Here are a couple of Changeling: the Dreaming supplements, on special. Also individually as follows:

**Kithbook: Satyrs** **Crazy $17.00** **Normally $25.50**

Wild passion is at the heart of all satyrs. Yet they are held in high regard for their wisdom. With a complete history from their origins in ancient Greece to the modern day, new merits, flaws, and treasures only available to satyrs.

**Kingdom of Willows** **Crazy $20.00** **Normally $30.00**

The tranquil South holds the promise of endless summer for the Kithain of Concordia. But promises fade, dissolved by unspoken rivalries and dark despotic dreams. Beneath the gilded mask of Sourthern Hopitality, a madman's ambition gnaws at the heart of the land. Amid a flurry of hopes and dreams, High King David and his new queen, Faerilyth, begin a grand tour of Concordia in King Meilge's realm. Then disaster strikes.

**Shadows on the Hill** **Crazy $8.00** **Normally $25.50**

*Immortal Eyes: Shadows on the Hill* Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches. Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banality.

# Novels

## TSR AD&D Icewind Dale Trilogy

**Crazy Special $21.00** **Normally $36.00**

We offer here all three novels of the popular Icewind Dale Trilogy, also available individually as follows:

**Crystal Shard** **Crazy $8.00 Normally $12.00**
Is the Crystal Shard responsible for the barbarians attacking and defeating the Ten-Towns? Wulfgar is left for dead, and rescued by Bruenor in exchange for five years service and friendship. Bruenor and Drizzt turn Wulgar into a powerful warrior, but can he defeat the forces of the Crystal Shard?

**Streams of Silver** **Crazy $8.00 Normally $12.00**
Bruenor the dwarf, Wulfgar the barbarian, Regis the halfling, and Drizzt the dark elf fight monsters and magic on their way to Mithril Hall, centuries old birthplace of Bruenor and his dwarven ancestors.

**The Halflings Gem** **Crazy $8.00 Normally $12.00**
Assassin Artemis Entreri whisks Regis south to Calimport and into Pasha Pook's vengeful hands. If Pook can control the magical panther Guenhwyvar, Regis will die in a real game of cat and mouse.

## TSR AD&D Avatar Quintology

**Crazy Special $32.00** **Normally $50.00**

We offer here all five novels of the popular Avatar Quintology, also available individually as follows:

**Shadowdale** **Crazy $7.00 Normally $10.00**
The gods are banished from heaven, and now walking the Realms, they seek to restore their powers - sending nature into confusion. Four heroes are on a desperate journey. They must find Elminster to find the lost Tablets. Their search begins in Shadowdale.

**Tantras** **Crazy $7.00 Normally $10.00**
Convicted for the murder of Elminster, the heroes flee in search of evidence to clear themselves, and to find the missing Tablets of Fate, needed for the gods to return to their planes, or for others to take their place.

**Waterdeep** **Crazy $7.00 Normally $10.00**
The search continues to the largest city in the Realms, where the characters believe the last tablet is hidden. However, one of the heroes has cast his lot with the evil gods, and his denizens await the others at every turn.

**Prince of Lies** **Crazy $7.00 Normally $10.00**
For all of his power as god of Strife and lord of the Dead, Cyric cannot get revenge on the goddess of Magic. So he searches for the soul of Kelemvor Lyonsbane, once his friend and the goddess' lover.

**Crucible: Trial of Cyric** **Crazy $7.00 Normally $10.00**
The evil Cyric, one of the youngest and most powerful gods, has gone mad. His destructive actions have forced the older gods to intervene and try to bring him back in line.

## WW Mage: The Horizon War Trilogy

**Crazy Special $19.00** **Normally $33.00**

We offer here all three novels of the popular Icewind Dale Trilogy, also available individually as follows:

**The Road to Hell** **Crazy $7.00 Normally $11.00**
The battle for reality itself ignites as mages of all stripes vie for the fabled Horizon Realms, the dimensions juxtaposing Earth and...elsewhere. A villain from the mages' past returns to claim his legacy.

**The Ascension Warrior** **Crazy $7.00 Normally $11.00**
What link is there between the sudden obtaining of self-awareness and subsequent disappearance of the AW clone, and a mysterious figure arising, a being of incredible, inhuman power. Can he resolve the Horizon War?

**The War in Heaven** **Crazy $7.00 Normally $11.00**
The mages of the Nine Traditions and their sworn enemies, the Technocracy, find themselves under attack by the Ascension Warrior. Two horizon realms have already been obliterated.

# Miniatures & Rules

## HDI Noble Armada Limited Offer

**Crazy Special $90.00** **Normally $142.50**

We have limited stocks only. You receive both the *Fading Suns Roleplaying Game* plus *Noble Armada,* which is a starship miniatures game of broadsides and boarding actions in the *Fading Suns* universe. Royal houses vie against rival fleets and pirates for supremacy in Known Worlds. Command fleets of frigates, destroyers or dreadnoughts to carve a fiefdom from the stars! Let loose all guns against your enemies and loot their crippled ships. Components include 32 plastic starship miniatures, rulesbook, boarding party counters, battle maps, dice, and ship display sheets. The interior deckplans and boarding rules can be used with 25-28mm miniatures.

## GW Warhammer 40,000 Big Boxed Game

**Crazy Special $90.00** **Normally $140.00**

The big boxed game that lets you play in the Warhammer 40,000 universe. Includes: 40 Gretchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, simple army list book, etc. The rules make for a great squad level game, where heavily outnumbered Space Marines take on hordes of green skinned orks and gretchins, numberless Tyranids and Genestealers, and where the taint of Chaos tries to insinuate itself into all other races. The rules are fast moving, with squads, special characters such as leaders, psykers, vehicles, and support weapons. Units take morale tests according to casualties and when threatened by terrifying monsters. Space Marines have the best firepower, Tyranids the best hand to hand, Eldar the best unique weapons, and orks? Heaps of weird and wacky artillery & kustom weapons. A great game!

## GW Warhammer 40,000 Codex Books

**Crazy Special $149.00** **Normally $245.00**

For this special we will send you seven of the Warhammer 40,000 Codexes, or army list books. Also available individually, as follows:

**Space Wolf Codex** **Crazy $24.00 Normally $35**
The Space Wolves army list codex, once lead by the mighty Leman Russ. Organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Special characters include Njall Stormcaller, Ulrik the Slayer, Ragnar etc.

**Eldar Codex** **Crazy $22.50 Normally $35**
The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, etc.

**Space Orks Codex** **Crazy $24.00 Normally $35**
96 page army list book detailing the orcs, gretchin, and snotlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons, such as the Shokk Attack Gun and its snotling ammo, and those crazy Orky artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things!

**Ultramarines Codex** **Crazy $22.50 Normally $35**
The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. For example, Marneus Calgar, the Master of the Ultramarines, has a Strategy Rating of 6! Rules are included so that you can field the feared Legion of the Dead, who never have to take a leadership test, etc.

**Chaos Codex** **Crazy $22.50 Normally $35**
Out of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. This book contains descriptions and army lists for all of the most infamous Chaos Space Marine Legions, including the World Eaters, Thousand Sons, Death Guard, Emperor's Children, etc.

**Tyranid Codex** **Crazy $22.50 Normally $35**
The Tyranids army list includes new beasties such as Gargoyles, which are flying Termageants armed with flamers; Hormagants, which are tough Termageants armed with 4 scythe like claw arms; the Lictor, a Tyranid sized assassin which cannot be spotted when hiding; Zoanthrope, a special psycher monster; spore mines & their living launcher; special bio-upgrades, etc.

**Imperial Guard Codex** **Crazy $24.00 Normally $35**
The Imperial Guard is the largest and most powerful fighting force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies.

## GW Forces of the Imperium Special

Here are a number of best selling Warhammer 40,000 Space Marine and Imperial Guard figures, at unheard of prices - by Citadel, of course. Limited stocks. The items are:

**Lightning Claw Terminator** **Crazy $7.50 Normaly $15.00**
Imperial Guard Ogryn Crazy $12.00 Normaly $25.00
**Space Marine Techmarine** **Crazy $6.00 Normaly $12.00**
Space Marine Apothecary Crazy $6.00 Normaly $12.00

## GW Imperial Assassins

**Crazy Special $34.00** **Normally $72.00**

We offer here all four Imperial Agent Assassins, by Citadel. Limited stocks, also available individually, as follows:

**Culexus Assassin** **Crazy $9.00 Normaly $18.00**
Vindicare Assassin Crazy $9.00 Normaly $18.00
**Callidus Assassin** **Crazy $9.00 Normaly $18.00**
Eversor Assassin Crazy $9.00 Normaly $18.00

## GW Plastic Tyranid Broods

We offer here two Citadel Tyranid plastic broods boxed sets. Limited stocks. The items are:

**Tyranid Warriors (3)** **Crazy $18.00 Normaly $35.00**
Genestealers (6) Crazy $9.00 Normaly $18.00

## GW Warhammer Fantasy Chaos Special

**Crazy Special $43.00** **Normally $90.00**

Here are three Warhammer Fantasy Chaos products, by Citadel, at unheard of prices. Limited stocks, also available individually:

**Chaos Warrior Chariot** **Crazy $20.00 Normaly $40.00**
Bloodletters (2) Crazy $7.50 Normaly $15.00
**Dragon Ogre (1)** **Crazy $18.00 Normaly $35.00**

## GW Citadel Slotta Bases

We managed to grab heaps of Slotta Bases real cheap. But stocks are limited. The items are:

**20mm Fantasy Bases (20)** **Crazy $3.00 Normaly $6.00**
25mm Fantasy Bases (20) Crazy $3.00 Normaly $6.00
**Cavalry Fantasy Bases (10)** **Crazy $3.00 Normaly $6.00**
40mm Monster Bases (5) Crazy $3.00 Normaly $6.00

## GZG Biker Babes

**Crazy Special $15.00** **Normally $22.00**

Five Biker babes on foot, and one riding a motorcycle. Figures are by Ground Zero, and are exaggerated 25mm scale. Also available individually as below:

**BB01 Biker Babe with Shotgun** **Crazy $2.20**
BB02 Biker Babe with Assault Rifle & huge hair Crazy $2.20
**BB03 Biker Babe with Heavy Pistol & Chain** **Crazy $2.20**
BB04 Biker Babe firing Assault Rifle Crazy $2.20
**BB05 Biker Babe firing Heavy Machine Gun** **Crazy $2.20**
BB06 Biker Babe on Motorcycle with Shotgun Crazy $7.00

BB02 BB01 BB03 BB05 BB04 BB06

## GZG Japanese Corporate Mercenaries

**Crazy Special $16.00** **Normally $22.00**

Designed for Stargrunt II. There are eight different figures by Ground Zero Games, in exaggerated 25mm scale. Also available individually, as below.

**SGJ-01A Officer Standing with Rifle & Katana** **Crazy $2.20**
SGJ-02A Trooper Kneeling, firing Rifle Crazy $2.20
**SGJ-03A Trooper Standing with Rifle** **Crazy $2.20**
SGJ-04A Trooper Kneeling with Missile Lnchr Crazy $2.20
**SGJ-05B Female Trooper Bareheaded** **Crazy $2.20**
SGJ-06A Female Trooper Walking Crazy $2.20
**SGJ-07A Female Officer with Katana** **Crazy $2.20**
SGJ-08B Support Trooper with Machine Gun Crazy $2.20

06A 02A 07A 01A 03A 04A 05B 08B

## GD Dungeoneering Party

**Crazy Special $14.00** **Normally $19.00**

Seven 28mm scale fantasy dungeoneering characters.
**JF01 Female Warrior in Mail & Helmen, Sword** **Crazy $2.20**
JF02 As above but in adventuring pose Crazy $2.20
**JF03 Dwarf with sword** **Crazy $2.20**
JF04 Dwarf adventuring Crazy $2.20
**JF05 Crouching Demon** **Crazy $2.20**
JF06 Huge Barbarian with Sword Crazy $2.20
**JF07 Halfling with Axe** **Crazy $2.20**

JF03 JF02 JF01 JF06 JF04 JF07 JF05

## IRR 28mm Chaos Warrior Grab Packs

Here we are offering three types of exaggerated 25mm chaos warriors, which stand 30mm high. There are four actions in each type, and the more you buy, the bigger the discount. You can also mix and match the three types together.

| Types of Chaos | No. of Figures | | | | |
|---|---|---|---|---|---|
| Warrior | 5 | 10 | 20 | 50 | 100 |
| Female Warriors | $7.5 | $14 | $26 | $48 | $90 |
| Crossbowmen | $7.5 | $14 | $26 | $48 | $90 |
| Swordsmen | $7.5 | $14 | $26 | $48 | $90 |

Female Chaos Warriors - Crossbowmen

Crossbowmen Swordsmen

## REV Black Wash Special

**Crazy Special $7.00** **Normally $10.00**

For this special we will provide you with the perfect black wash paint-kit for your miniatures, 1 14ml tin of Revell Matt Black and 5 14ml tins of Revell Matt Clear Varnish. Should last you at least six months worth of painting! See the back page of the catalog for instructions on how to use it.

# Computer Games

## MIN COUNTER ACTION

**Crazy Special $30.00** **Originally $50.00**

*Red Alert* meets World War II combat! Prepare yourself for the first WWII real time combat game, set on the Russian Front. With 28 individual missions playable from either the German or Soviet side, has 19 authentic unit types including infantry, tanks, AT weapons, heavy artillery, APCs, AA guns, coastal artillery, Katyusha missile launching platforms, etc. No complicated menus and options. Destroy buildings, gun emplacements & planets, etc. Stunning overviews of the battlegrounds. Tanks include T-26, Lynx, T-34/76, Panther, SU-85, Elephant and Tiger I. Looks good. *IBM Requires: 486/66, SVGA, 8megRAM, CD-ROM.*

## SSI STAR GENERAL

**Crazy Special $30.00** **Originally $50.00**

*Panzer General* goes to the stars! This game features a modified *Panzer General* ground combat system, except with hover tanks, insectoid walking artillery, etc! And also a strategic space game. There are a multitude of planet types to conquer and colonise, building up an industrial base, then a space station, so that you can manufacture battle fleets with which to conquer your opponents. For up to 7 players via hotseat, or two + computer players via modem or null-modem, or you against up to six computer players. The space map includes nebulas, galactic rifts, black holes, ion storms, asteroids & planets. There are several different alien races to run, most of them quite unique. I went insectoid, with living insect space ships, tanks, infantry units, etc. I built massive battlefleets and went on the warpath - great fun! Though my first attempt to conquer a planet was dismal, but I learnt quickly and soon returned with an army which was half tanks and half mobile artillery - this time I crushed the enemy in about seven cycles! *IBM Requires: 486/66, 16mbRAM, SVGA, CD-ROM, hard disk*

## SSI SILENT HUNTER

**Crazy Special $30.00** **Originally $50.00**

A feature packed WW2 submarine simulator. As commander of an American submarine in the South Pacific, your task is to sink as much enemy tonnage as possible. Choose from a variety of American submarines and prowl the shipping lines. Steal into enemy harbors, embark on Special Operations missions. Authentic WW2 film footage, cinematics and narration throughout. Play individual missions or an entire campaign. Enjoy a first person view of ships and a eagles eye view of tactical situation maps. *IBM Requires: CD-ROM, 4mbRAM, hard disk, mouse, SVGA.*

## MAI ADMIRAL - SEA BATTLES

**Crazy Special $30.00** **Originally $50.00**

A time when pirates and rogues seized control of land ships. You will lead campaigns to rid the seas of these vermin and reclaim lost lands. Find out if these pirates are acting alone or under the direction of a rival country. Build forts for protection, and arm your ships to defend your homes against these marauding ships of the enemy. With 11 different sailing vessels from galleys to triple-decked battleships Eighteen missions in three campaigns. Watch boarding actions, ship to ship combat, fort battles, etc. *IBM Requires: 2xpCD-ROM, 486/66, hard disk, 8megRAM, SVGA, Win'95.*

## INT REDNECK RAMPAGE

**Crazy Special $29.00** **Originally $50.00**

A farcical *Doom*-style game, set in the old Southern USA, with warped looking characters armed with crowbars, dynamite, double-barreled shotguns, ripsaw blades, an alien gun, etc. With gin-u-ine Redneck dialogue and humor, 14 levels of SVGA graphics including mortuaries, chicken processing plants, trailer parks. Eat pork rinds, cowpies, and lots of sauce. Fight the computer, play via null modem, or up to eight players via network. Watch out for the alien clones of local town folks! Weird & warped. *IBM Requires: Pentium 90+, CD-ROM, SVGA. 16mbRAM, hard disk.*

## MAI PRISONER OF ICE - CTHULHU

**Crazy Special $20.00** **Originally $70.00**

An excellent game. Lieutenant Ryan ran through the gangways of the Submarine HMS Victoria...but it was too late! The creatures that the crew had brought on board from the South Pole had escaped and were spreading fast! The Great Old-Ones would return! The whole world was in peril! Only Ryan would be able to find a way to send the prisoners of ice back to where they came from. Ryan was prepared for anything, weapons, magic and time travel would present no problem.

for Ryan was no ordinary man - he came from another era. A gripping 3D adventure. *IBM Requires: 486/33, 2xpCD-ROM, 8mbRAM, SVGA.*

MAI **WITCHAVEN II**

**Crazy Special $26.00** **Originally $70.00**

The great witch, Ciae-Argoth, has kidnapped all your people to avenge the death of her sister. You have only yourself and your foolish meddling to blame. But you kit up in your armor and weapons, and embark on this DOOM-style game. You can duck, jump and fly. There are arches, sloping floors, cathedral ceilings, dense forests, and murky crypts. New spells and weapons, new enemy. Stunning graphics, great sound effects and musical score. Features a new level editor, so that you can have endless gameplay! *IBM Requires: 486/66, 8megRAM, VGA, hard disk, CD-ROM.*

# Close Outs

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

| | | |
|---|---|---|
| FAS7500S | ShadowRun CCG Starter Deck | $5.50 |
| FAS7500 | ShadowRun CCG Starter Deck Display | $50.00 |
| FAS7501B | ShadowRun CCG Booster Pack | $1.50 |
| FAS7501 | ShadowRun CCG Booster Pack Display | $50.00 |
| APL201 | Survival of the Witless comedy cardgame | $15.00 |
| CRU1700 | Hidden Invasion (X-Files style RPG) | $10.00 |
| GAM977949 | Warhammer Monthly Issue # 1 (Comic) | $3.00 |
| GAM987320 | Inferno Issue # 2 (GW short stories) | $6.00 |
| HAR100 | Raven Fantasy Miniatures Rules (Harlequin) | $12.00 |
| TSR6920P | Marvel Super Dice Game (complete game) | $10.00 |
| TSR8475 | Ironhelm Forgotten Realms novel | $5.00 |
| TSR8476 | Viperhand Forgotten Realms novel | $4.00 |
| TSR8656 | Murder in Tarsis Hardcover AD&D novel | $10.00 |
| TSR9331 | AD&D Ravenloft Darklords Accessory | $7.00 |
| TSR9441 | D&D Poor Wizard's Almanac II | $6.00 |
| WHT11950 | Edgeworks (White Wolf short story? collation) | $8.00 |

# Osprey Historical Reference Books

## Ancient Era

**CAMP7** **ALEXANDER 334-323 BC** A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. **$32.00**

**MAA109** **ANCIENT ARMIES OF THE MIDDLE EAST** Includes Ancient Summerians, Egyptians, Philistines, Libyans, Hittites, Assyrians, etc. Plates by Angus McBride. **$22.00**

**WAR5** **ANGLO-SAXON THEGN** The Saxons slowly conquered much of Britain from the celts and picts. **$25.00**

**MAA121** **ARMIES OF THE CARTHAGINIAN WARS** A detailed account of the Carthaginian and Roman armies and their allies during their many wars against each other. **$22.00**

**CAMP36** **CANNAE 216 BC** The Roman army received a crushing defeat at the hands of Hannibal in 216 BC. **$29.00**

**MAA283** **EARLY ROMAN ARMIES** The development of the Roman army from about 500 to 275 BC. **$22.00**

**WAR17** **GERMANIC WARRIOR 236-568 AD** The 3rd to 6th centuries saw the collapse of Roman civilization and the emergence of Germanic warrior societies. **$25.00**

**MAA295** **IMPERIAL CHINESE ARMIES (2) 590-1260 AD** Follows the Imperial Chinese military machine from the reunification of China by Yang Chien to its destruction and conquest by Kubilai Khan. **$22.00**

**MONT** **JUSTINIAN'S WARS** This is one of the best written and most engrossing books of ancient combat I've seen to date. It focuses on the wars between Eastern Roman (early Byzantine) forces and the Vandals in Africa, the Goths in Italy in three phases, the Franks in Italy, and the Visigoths. Brilliant. **$34.00**

**WAR15** **LATE ROMAN CAVALRYMAN 236-565 AD** Extremely detailed look at Late Romand Cavalry, including organisation, colors, tactics, development, formations. **$25.00**

**ELITE40** **NEW KINGDOM EGYPT** Covers the history of Egypt from 1674 BC - 1085 BC, including wars with the Hittites, Hyksos, etc. Has magnificent full color plates by Angus McBridge of a Mitanni armored chariot, Hyksos, etc. **$26.00**

**CAMP22** **QADESH 1300 BC Clash of the Warrior Kings** The greatest of the Egyptian Pharaohs, Rameses II, leads the most professional Egyptian army against the might of the Hittite Army. The three man Hittite shock chariots clash with Egyptian spearmen, archers, and skirmishing chariots. **$29.00**

**MAA291** **REPUBLICAN ROMAN ARMY 200 - 104BC** Detailing weapons and equipment, organisation and levy, tactics used by the various arms, etc. **$22.00**

**MAA46** **ROMAN ARMY: CAESAR TO TRAJAN** Details the tactics, armor, command structure, and history of the Roman army during it's most famous days. **$22.00**

**MAA93** **ROMAN ARMY: HADRIAN TO CONSTANTINE** Rome's glorious days are over, but it's army is still locked in furious combat to survive. **$22.00**

**MAA180** **ROME'S ENEMIES: ARMIES OF SPAIN** Rome fought many difficult battles in Spain leading uptil 20 BC. This book details the Iberians, Celtiberians, scutarii, etc. **$22.00**

**MAA243** **ROME'S ENEMIES: THE DESERT FRONTIER** Part of Rome's empire included Africa, and this book details the African enemies who opposed Ancient Rome. **$22.00**

**MAA158** **ROME'S ENEMIES: GALLIC & BRITISH CELTS** Gauls and British celts are 2 of Rome's most famous and thought of enemies. Learn about their tactics, defeats, etc. **$22.00**

**MAA129** **ROME'S ENEMIES: GERMANICS & DACIANS** The vigorous northern 'barbarians' who were the destroyers of the Western Empire of Rome, subsequently creating medieval Europe, the feudal system and chivalry. Tribes covered are Thracians, Sarmatians, Marcomanni, Goths, Angels, Saxons, & Jutes. 8 color plates. **$22.00**

**MAA175** **ROME'S ENEMIES: PARTHIANS & SASSINIDS** Covers the rise of the Parthians, a warrior race using impressive cataphract cavalry and mounted horse archers who held Rome at bay for 300 years. **$22.00**

**MAA150** **THE AGE OF CHARLEMAGNE** Within a quarter of a century the small and modestly trained army of Charles Martel had grown into a major war weapon. **$22.00**

**ELITE7** **THE ANCIENT GREEKS 500-300 B.C.** 64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride. **$26.00**

**MONT** **THE ARMIES OF BACTRIA 700 BC - 450 AD** Bactrian warfare within this time period has never been comprehensively examined as a whole. This product is a two-book set, which fills this gap by using all of the available source material to reconstruct the history. **$40.00**

**MONT** **THE ARMY OF TANG CHINA** The organisation, uniforms and equipment of the armies of Tang China in the 6th-9th C AD. Plates by Angus McBride. **$30.00**

**MAA69** **THE GREEK AND PERSIAN WARS 500-323 B.C.** The high years of Ancient Greece, the Athenians verses Persians at Marathon, the 300 Spartans attempting to delay Xerxes at Thermopylae, Xerxes defeat at sea at Salamis, the battles of Plataea and Mycale, the Peloponnesian War, early days of Alexander the Great, etc. **$22.00**

**ELITEA42** **THE PERSIAN ARMY 560-330 BC** The arch-enemies of Ancient Greece and Macedonia. With heaps of detail hard to find elsewhere, for example, it gives a full description of Iphicratean Peltasts!! **$26.00**

**ELITE50** **THE PRAETORIAN GUARD** A close look at the elite Roman Praetorian Guard who, although alite, were normally outclassed and outfought by the veteran legionaries. **$26.00**

**MONT** **THE PTOLEMAIC ARMY 168-145 BC** A detailed examination of the arms, armor and uniforms of the Ptolemaic army, with superb color plates by Angus McBride. **$30.00**

**MAA137** **THE SCYTHIANS 700-300 BC** The first of the great armies of horse-archers to come out of the East, though they were Indo-Europeans. **$22.00**

**MONT** **THE SELEUCID ARMY** An 80 page book detailing the late Seleucid army, from 168-145 BC. Covers organisation, equipment, armor, colors. Art by McBride. **$30.00**

**MONT** **SASSANIAN ARMIES** The Sassanid overthrew the Parthians in 226 AD, and fought against the Romans, Huns and Romano-Byzantines. Costume, equipment, organisation, etc. **$30.00**

**MONT** **WARRIORS OF EURASIA** A 48 page book giving a brief overview and color illustration of warriors from in Eurasia from the 8th C BC to 17th C AD. Includes Sarmations, Huns, Goths, Scythians, Kushans, Parthians, etc. **$25.00**

## Middle Ages

**CAMP9** **AGINCOURT 1415** The tiny English army under Henry V numbered 6,000, being 5,000 archers & 1,000 men-at-arms, was to battle a French army of around 30,000, but yet again the impetuousness of the French nobles and knights was to lead to their undoing. **$32.00**

**MAA111** **ARMIES OF CRECY & POITIERS** Two of the most important battles in the early years of the 100 Years War, between the French and English. **$22.00**

**MAA113** **ARMIES OF AGINCOURT** An excellent overview of this crucial battle between the French and English during the 100 Years War. **$22.00**

**MAA154** **ARTHUR & THE ANGLO-SAXON WARS** The Arthurian Age & the birth of England. A time of settlement & the sword as invading Germanic peoples such as the Saxons, Jutes, and Angles, drove back the Romano-Celtic culture of Britannia. Also covers the Welsh, Irish, Picts, Norse & Danish. Plates by McBride. **$22.00**

**MAA89** **BYZANTINE ARMIES 886-1118 AD** The last bastion of Civilization to span from the Ancient era to the Middle Ages. They fought with & against the Crusaders, Islam, etc. **$22.00**

**MAA287** **BYZANTINE ARMIES 1118-1461 AD** Their continued wars with the Turks, the Italians, the Normans, etc, with organisation, equipment, tactics, colors, etc. **$22.00**

**CAMP43** **FORNOVO 1495** The mentally backward French King Charles VIII invaded Italy in 1494, laying claim the throne in Rome. Could the divided Italian city-states combine to end this threat? And what happened when the Italian knights squared off against the French knights, the flower of chivalry? **$32.00**

**MAA231** **FRENCH MEDIEVAL ARMIES 1000-1300 AD** French knights were considered the flower of European chivalry. Covers their origins, training, feudal service, knightly ideals, troop types, mercenaries, militias, strategies and tactics. **$22.00**

**MAA200** **EL CID & THE RECONQUISTA** The very name El Cid sums up much of the special character of medieval Spanish warfare. This book covers 1050 - 1492 AD. **$22.00**

**WAR11** **ENGLISH LONGBOWMEN 1330-1515** An indepth examination of the famous English longbowmen. **$26.00**

**MAA310** **GERMAN MEDIEVAL ARMIES** A totally revised version, covering many different campaigns. **$22.00**

**CAMP13** **HASTINGS 1066** The Norman invasion of Britain, and the subsequent battle of Hastings. **$29.00**

**CAMP19** **HATTIN 1187** Read how the events of 1187 AD shook Western Europe as Saladin crushed the Christian army at Hattin, then retaking Jerusalem. **$29.00**

**MAA195** **HUNGARY & THE FALL OF EASTERN EUROPE** Hungary beat back invasions from Germany, settled invading Pecenegs, Magyars, Cumans, & were later threatened by the Ottoman Turks. **$22.00**

**MAA136** **ITALIAN MEDIEVAL ARMIES 1300-1500** A fascinating history, as the Italians formed a number of powerful city states, who competed against each other. **$22.00**

**WAR18** **KNIGHT OF OUTREMER 1187-1344** Following Saladin's great victory at Hattin in 1187AD, the remaining Latin or Catholic enclaves in the Mediterranean were called Outremer. **$26.00**

**ELITE17** **KNIGHTS AT TOURNAMENT** One of the greatest pasttimes of medieval nobles - tournaments! **$26.00**

**CAMP46** **LAKE PEIPUS 1242 AD** The story of the struggle between the Teutonic Knights and the powerful Russian city state of Novgorod. They clashed at frozen Lake Peipus. **$30.00**

**CAMP50** **MALTA 1565 AD** The epic siege of the island fortress of the Knights Hospitaller by the Turkism army of Suliman is one of the most compelling stories in western history. **$33.00**

**MAA50** **MEDIEVAL EUROPEAN ARMIES** Probably the most important book any fantasy or medieval wargamer can buy. This superb book covers in detail how feudal armies were raised, how mercenaries were hired, the emergence of the first national armies; and how all such bodies of troops were organised, cavalry, infantry, artillery. And tactics, including the longbow, Swiss pike, Hussite, Condottieri, and ranks of command & their titles. **$22.00**

**MAA99** **MEDIEVAL HERALDRY** An introduction to the reader of the role of the military aspect of heraldry and examples of how it was used in the 14th and 15th centuries. **$22.00**

**WAR1** **NORMAN KNIGHT 950-1204 AD** 64 page book, with 12 color pages. The rise and development of Norman Knights. **$25.00**

**CAMP44** **PAVIA 1525** Pavia was the most decisive battle of the Italian Wars which raged almost continously between 1494 and 1529, between Italy and France. **$29.00**

**MAA171** **SALADIN & THE SARACENS** Gives a full account of Saladin as he lead the Saracens in battle against the Crusaders, but also details the Seljuqs, Fatamids, Kwarismians, Mamluks. **$22.00**

**WAR7** **SAMURAI 1550-1600** An indepth look into the training, arms and armor of the Samurai warrior, during the Japanese Age of Battles **$26.00**

**WAR10** **SARACEN FARIS 1050-1250 AD** The Saracen cavalry, or faris, bested the Crusader's in almost every battle, but of a bigger threat were the Seljuq Turks and Mongols. **$26.00**

**MAA222** **THE AGE OF TAMERLANE** Said to be a descendent of Genghis Khan, Timur defeated the Jagatai, Karts, Jalayarids, Georgians, Turkomans, Golden Horde, Mazandarians, Muzaffarids, Ottomans, Mamluks, & the Delhi Sultanate. **$22.00**

**MAA279** **THE BORDER REIVERS** Focuses upon the mounted English Border Reivers, elite troops who protected the English border from Scottish raids. **$22.00**

**ELITE19** **THE CRUSADES** An overview of the Crusades, their participants, battles, etc. **$26.00**

**ELITE58** **THE JANISSARY INFANTRY** The Janissarys were elite infantry serving in the army of the Ottoman Turks.

**MAA155** **THE KNIGHTS OF CHRIST** Details the Knights of the Temple, the feared Templars; Knights of St John of Jerusalem, the Hospitallers; Knights of St Lazarus; Hospitallers of St Thomas of Canterbury; German Orders, etc. **$22.00**

**MAA259** **THE MAMLUKS** In Europe the Mamluks of Egypt are remembered as so-called Slave Kings who drove the Crusaders from the Holy Land. They remained a great power for two and a half centuries, with a military tradition stretching back to the 8th century. **$22.00**

**MAA105** **THE MONGOLS** Examines the history, warriors, armies, and tactics of the most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary, crushing its armies, but by February 1492, something happened to make them return home. **$22.00**

**ELITE9** **THE NORMANS** It was the Normans who began the creation of the United Kingdom, with the defeating of the Anglo-Saxons and unifying of all of Britain. They also had a large impact on French history, established a state in southern Italy and Sicily, and the Norman State of the Principality of Antioch, which played a large part in the Crusades. **$26.00**

**ELITE23** **THE SAMURAI** One of my favorite Osprey books - this one covers the Samurai from 935AD until 1600 AD, with the most stunning color plates I've seen by Angus McBride - full armor details for samurai in the time of the Mongol invasion, etc! **$26.00**

**MAA151** **THE SCOTTISH & WELSH WARS 1250-1400** Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland. **$22.00**

**MAA94** **THE SWISS AT WAR** One of the best MAA books. The whole book presents the development of the Swiss army by presenting detailed accounts of battle after battle, showing the Swiss changing from all halberdiers to mixed pikes and halberds. **$22.00**

**MAA210** **THE VENETIAN EMPIRE 1200-1670 AD** The city state of Venice in Italy had an extremely individual history & involvement during the Middle Ages. It had it's own fleets, an extremely aggressive merchant empire (3,000! ships by 1450AD), and saw much combat against the other Italian city states, including river warfare, and a heavy reliance upon the condottieri (mercenaries). **$22.00**

**MAA145** **THE WARS OF THE ROSES** This was in fact a dynastic struggle between the English houses of York and Lancaster. A unique tactical study, for this war was one of the only ones in which both sides used longbows. **$22.00**

## Gun Powder Era

**ELITE62** **AMERICAN CIVIL WAR ZOUAVES** American Zouaves regiments, being filled with foreigners, based themselves on the French Zouaves. **$22.00**

**CAMP2** **AUSTERLITZ 1805** Napoleon was cut off from his supply lines, and opposed by a joint Russian/Austrian army, yet he still managed to win. How did he manage such a feat? **$29.00**

**BATTLE IN THE CIVIL WAR** This stunning little history book is by Paddy Griffith. It is a step by step explanation of how the Blue and Gray armies squared up to fight each other; how they maneuvered ont he battlefield and what happened when they came to close combat. With *tons* of great illustrations. **$30.00**

**MAA301** **BOER WARS (I) 1836-1898 AD** The Boer Wars saw the saw the Dutch settlers in South Africa, the Boers, crush almost everything the English and local Africans could throw at them. Gives heaps of detailed descriptions of battles & skirmishes, including wagon laager battles and small units of mounted Boers taking on thousands of Ndebele. **$22.00**

**MAA303** **BOER WARS (II) 1898-1902AD** The Boers manage to impose their authority over the black population by the mid 1890s, but by 1902 they were defeated by the British. **$22.00**

**MAA294** **BRITISH FORCES IN THE WEST INDIES 1793-1815** Uniforms, organisation & equipment of the British forces, including blacks, the West Indies, from 1793-815. **$22.00**

**WAR19** **BRITISH REDCOAT 1740-93** During the 50 year period covered by this study, the British army earned itself a formidable reputation as a fighting force. **$25.00**

**WAR20** **BRITISH REDCOAT (2) 1793-1815** Continues the story of the British Redcoat into Waterloo. **$25.00**

**Campaign: Culloden 1746** Follows the progress and final defeat of Prince Charles Edward Stuart of Scotland. He gathered around him an army of loyal Highland clansmen and at first defeated the English. But finally the Scots launched their last charge. **$30.00**

**WAR21** **HIGHLAND CLANSMAN 1689-1746** Focuses on the Clansmen during their conflict with the English. **$25.00**

**WAR22** **IMPERIAL GUARDSMAN 1799-1815** Focuses on the French Imperial Guard. **$25.00**

**CAMP51** **INKERMAN 1854** The Russians march out of the besieged city of Sevastopol to throw off the allied British & French forces. The Russians outnumber their enemies 5 to 1! **$33.00**

**MAA292** **KING GEORGE'S ARMY 1740-1793 (3)** Uniform colors and organisation etc of the English army involved in the Seven Years War, the War of Austrian Succession, and War with France in America. **$22.00**

**MAA307** **LATE IMPERIAL CHINESE ARMIES 1520-1840** Chinese weapons & tactics fall behind those of other nations. **$22.00**

**MAA296** **LOUIS XV's ARMY (1) CAVALRY & DRAGOONS** A substantial part of Louis XV's army consisted of numerous regiments of Guard Cavalry, heavy Cavalry, and dragoons. **$22.00**

**MAA302** **LOUIS XV's ARMY (2) FRENCH INFANTRY** Details the troops recruited from men born and raised in France. **$22.00**

**MAA304** **LOUIS XV's ARMY (3) FOREIGN INFANTRY** The importance of foreign regiments in the French army was great. **$22.00**

**MAA308** **LOUIS XV's ARMY (3) Light Troops & Specialists** Reveals an extraordinary variety of units. **$22.00**

**CAMP41** **RORKE'S DRIFT 1879** The most famous battle of the Zulu war against the British. Little more than 100 British soldiers and patients defend a hospital against almost 4,000 Zulus. **$30.00**

**MAA297** **RUSSIAN ARMY OF THE SEVEN YEARS WAR (1)** Covers the Russian army from 1725 - 1740 and then into the seven years war, looking at uniforms, tactics, chronology, etc. **$22.00**

**CAMP48** **SALAMANCA 1812** The most decisive battle of the entire Peninsular War where Wellington smashed Marmont's French army, with a thrilling pursuit then occuring. **$30.00**

**MAA314** **THE OTTOMAN EMPIRE 1775-1820** The Army of the Ottoman Empire in the Napoleonic era. **$24.00**

**MAA293** **THE RUSSIAN CIVIL WAR (1) THE RED ARMY** Uniforms, equipment and organisation of the Red Army during Russia's civil war, which raged from 1917-1926. **$22.00**

**MAA305** **THE RUSSIAN CIVIL WAR (2) THE WHITE ARMY** Uniforms, equipment and organisation of the 'White' Army during Russia's civil war, which raged from 1917-1926. **$22.00**

**WAR13** **UNION CAVALRYMAN 1861 - 1865** Extremely detailed look at the training, development, equipment, uniforms, organisation and tactics of the Union Cavalry. **$25.00**

**MAA281 US DRAGOONS 1833 - 1855** The US Dragoons were formed in 1833 to explore far and wide into the Western territory, & bear the arms of the Union. **$22.00**

**CAMP15 WATERLOO 1815** A detailed examination of one of the most famous battles in history. Napoleon vs Wellington. **$32.00**

**CAMP47 YORKTOWN 1781** Washington systematically begins seeking out and destroying British impregnable fortresses. **$32.00**

**WAR14 ZULU 1816 - 1906** The Zulus caused the British Colonial troops quite a scare in the late 1870s. But fire power eventually won the day. **$25.00**

## WWI, WWII, & Modern

**CAMP5 ARDENNES 1944** Hitlers last desperate gamble - the Battle of the Bulge. **$29.00**

**CAMP42 BAGRATION 1944** A very detailed account of the build-up to, and the battles involved with the Soviet Army's massive assault on the Nazi Army Group Centre, in 1944 **$32.00**

**WAR16 BRITISH TOMMY 1914-1918** This book looks in detail at how the British soldier lived, fought, and died during those horrible years of WW1. Weapons, tactics, uniforms, etc. **$26.00**

**MAA306 CHINESE CIVIL WAR 1911-49** The fall of the Manchu dynasty in 1911 brought to an end a thousand years of Imperial rule and ushered in 40 years of strife. **$22.00**

**MAA300 FRENCH FOREIGN LEGION SINCE 1945** Follows the history of service and composition of Foreign Legion units throughout the world. **$22.00**

**ELITE63 GERMAN MOUNTAIN & SKI TROOPS 1939-45** One of the elite arms of the German forces during WW2, that has received little attention. This book gives them attention at last. **$26.00**

**NVA7 IS-2 HEAVY TANK 1944-73** Follows the history of the development and action of the IS Soviet heavy tank, which first appeared in late 1943. **$22.00**

**NVA1 KINGTIGER HEAVY TANK** Detailed look at development & action of Pz VI B. **$22.00**

**CAMP16 KURSK 1943** Excellent blow by blow account of the largest tank battle in history, where the Germans launched their last and perhaps most stupid offensive in Russia. **$29.00**

**NVA17 KV-1 & 2 HEAVY TANKS 1941-45** The Germans got two nasty shocks when they invaded Russia in 1941 - the T-34 and the KV-1 & 2. **$22.00**

**M2/M3 BRADLEY INFANTRY FIGHTING VEHICLE** 1983-95 The US designed the M2/M3 Bradley to operate alongside the M1 Abrams, which is extremely fast and mobile. **$22.00**

**NVA21 MERKAVA 1977-96** A detailed account of Israel's impressive Main Battle Tank, the Merkava. **$22.00**

**CAMP49 MONS 1914** The first major class of the Great War, Mons came as a nasty shock to the German army. **$32.00**

**CAMP1 NORMANDY 1944** Detailed account of the D-Day invasion by the Allies in 1944. **$29.00**

**NVA22 PANTHER & VARIANTS** All the actual and planned variants of the Panther, including combat Ausf A, D, G, JadgPanther, planned FlakPanther, Panther F, etc. **$24.00**

**ELITE65 REDCAPS Britain's Military Police** Had every British soldier over the centuries been an obedient and dutiful souf, there would have been no need for the military police. **$27.00**

**NVA3 SHERMAN MEDIUM TANK** The successor to the M3 Lee/Grant, the M4 Sherman medium tank was the primary Allied tank of the west in WW2. **$17.50**

**NVA19 STUG III ASSAULT GUN** 1940-1942 One of German's most powerful AFVs at the beginning of the war. **$20.00**

**NVA9 T-34/76 MEDIUM TANK 1941-45** The best tank of WW2 at the time of its inception. It gave the German's a hell of a scare, and inspired the Panther. By Steven Zaloga. **$19.95**

**NVA20 T-34/85 MEDIUM TANK 1944-1994** The T-34/76 was upgunned to the 85mm calibre gun in 1944, giving the tank more than enough firepower to handle most German tanks. **$20.00**

**MAA312 THE ALGERIAN WAR 1954-62** France's attempt to hold onto its colony in Algeria. **$22.00**

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**MAA311 THE GERMAN ARMY 1939-45 I BLITZKRIEG** The uniforms & equipment of the German army, etc.. **$22.00**

**MAA309 THE ITALIAN INVASION OF ABYSSINIA 1935-36** Italian invasion of Ethopia before WW2. **$24.00**

**NVA5 TIGER I HEAVY TANK 1942-45** The development, models, and action of the most feared heavy tank of WW2, the Tiger I, armed with that ubiquitous 88mm L56 gun. **$19.95**

# HISTORICAL VIDEOS

### Luftwaffe Videos

A series of 60 minutes videos focusing on various German military aircraft of WWII.

**CHR015 Jager - Day Fighters 1939-42** The video primarily covers the Messerschmitt Bf-109. **$40.00**

**CHR016 Jager - Day Fighters 1942-45** The video primarily covers the FockeWulf Fw-190. **$40.00**

**CHR017 Zerstorers- Heavy Fighters & Nightfighters** Covers aircraft such as the Me-110 and Me-210. **$40.00**

**CHR018 Stuka & Schlachtflieger** The famous Stuka Ju-87 in action, also the Hs-129 and Fw-190. **$40.00**

**CHR019 Bombers & Bomber Operations 1939-42** The Heinkel He-111, the Dornier DO-17 and the Heinkel He-177. **$40.00**

**CHR020 Bombers & Bomber Operations 1942-45** The Junkers Ju-88, the Dornier DO-217. **$40.00**

**CHR021 Jet Fighters, Jet Bombers & V. Weapons** The Me-262 Jet fighter, Me-163, Ar-234 and V-Weapons. **$40.00**

**CHR022 Transports, Gliders & Fallsschirmjager** Junkers Ju-52, DFS-230s, etc. **$40.00**

# VIDEOS

## Babylon 5 Videos

We now stock the full range of currently availabe *Babylon 5 Videos*, by Warner Home Video. (I own all 33 videos myself!) The Babylon 5 series focuses on an ancient, evil race that gathers together in the shadows, once it has been accidently reawakened by a curious human survey team. Meanwhile, another equally ancient race helps to prepare the younger races to prepare for the return of this evil menace. The entire series is packed full of mysteries that will be revealed to you eventually, though you will have to watch some episodes as much as four times to spot all the cleverly hidden clues. I used to be a die-hard Trekie, but once I realised that a brilliant continuous plot line line linked all the Babylon 5 episodes together, I defected!

Each tape has either a double episode, or two 45 minute episodes.

### Season One

**B5 Pilot Universe on Brink of Destruction** $20.00
Ambassador Kosh is poisoned as soon as he arrives on Babylon 5, and the race is on to find the assassin.

**B5 Vol 1 Midnight on Firing Run/Soul Hunter** $20.00
A Centauri outpost is attacking without provocation./A Soul Hunter comes to Babylon 5 - but who is his target?

**B5 Vol 2 Born to the Purple/Infection** $20.00
A Centauri slave-dancer tries to seduce Londo Molari./A very dangerous illegal artifact is smuggled onto Babylon 5.

**B5 Vol 3 Parliament of Dreams/Mind War** $20.00
An assassin is sent to kill G'Kar./A rogue telepath flees PsiCorps, but why are his powers so great?

**B5 Vol 4 War Prayer/Sky Full of Stars** $20.00
The Home Guard group infiltrate Babylon 5, intent on killing aliens./ Earth radicals kidnap Commander Sinclair, and probe his mind to learn why the Minbari surrended.

**B5 Vol 5 Deathwalker/Believers** $20.00
Deathwalker arrives on Babylon 5, claiming to have an immortality serum./A dying child is not allowed surgery.

**B5 Vol 6 Survivors/By Any Means Necessary** $20.00
Radicals plan to assassinate President Santiago when he visits Babylon 5./The Docking Bay workers go on strike.

**B5 Vol 7 Signs & Portents/TKO** $20.00
One of the best episodes. A strange man, Morden, comes to B5 and asks everyone, "What do you want?" Meanwhile, a Raider strike carrier attacks B5./A kick-boxer comes to B5.

**B5 Vol 8 Grail/Eyes** $20.00
A hideous Na'ka'leen Feeder alien is on the loose on B5./An official interrogates Sinclair and tries to have him sacked.

**B5 Vol 9 Legacies/Babylon Squared** $20.00
The body of dead Minbari leader, brought to B5, disappears. The Minbari threaten another war./Babylon 4, which disappeared 4 years ago, suddenly re-appears.

**B5 Special Episode: A Voice in the Wilderness** $20.00
The dead planet below B5, Epsilon 3, suddenly comes to life, revealing aeons old technology.

**B5 Vol 10 Quality of Mercy/Chrysalis** $20.00
An escaped killer takes a dying doctor hostage./Delenn turns into a chrysalis, a plot is made to assassinate President Santiago, and unknown forces attack a Narn military outpost.

### Season Two

**B5 Vol 11 Points of Departure/Revelations** $20.00
Captain Sheridan arrives on B5 to take over after Sinclar leaves, but Minbari dissidents are not happy, and try to provoke another war./Delenn emerges from the chrysalis, but what has she become? The Narn suspect their old enemy, the Shadows, are back.

**B5 Vol 12 Geometry of Shadows/Distant Star** $20.00
Technomages come to B5./An Earthforce Explorer ship is damaged in the warp, and B5 goes to the rescue, but they encounter a Shadow ship in the warp.

**B5 Vol 13 The Long Dark/Spider in the Web** $20.00
B5 finds a derelict, ancient space ship, with one passenger still alive in cryo-sleep./An terrorist arrives on B5, hoping to destroy the Mars peace process.

**B5 Vol 14 Soul Mates/Race Thru Dark Places** $20.00
Londo has to choose which two of his three wives he should divorce./Psi Cop Bester comes to B5.

**B5 Vol 15 Coming of the Shadows/Gropos** $20.00
The Centauri emperor comes to B5, hoping to make peace with the Narns, but Londo and Refa make plans to attack a Narn base./Hundreds of Marines arrive on B5 prior to going on a mission.

**B5 Vol 16 All Alone in the Night/Acts of Sacrifc** $20.00
Delenn is recalled to the Grey Council.General Hague asks Sheridan to help spy on the new president./The Narn are losing the war against the Centauri.

**B5 Vol 17 Hunter, Prey/ Now For A Word** $20.00
Evidence is found that Sandiago was assassinated./Narn and Centauri ships fight at B5.

**B5 Vol 18 There All the Honor Lies/Knives** $20.00
Sheridan is tricked into killing a Minbari./Londo is forced to duel his old friend.

**B5 Vol 19 Shadow of Z'ha'dum/Confessions** $20.00
Sheridan arrests Morden and questions him as to why his wife died on the survey ship that went to Z'ha'dum, but Morden is still alive./A plague infests B5.

**B5 Vol 20 Long, Twilight Struggle/Divided Loyl** $20.00
One of the best episodes. Narns attack a Centauri outpost with their entire fleet, but a surprise is waiting for them./A psicorps planted traitor is in the B5 command staff.

**B5 Vol 21 Comes the Inquisitor/Fall of Night** $20.00
A Vorlon inquisitor interrogates Delenn & Sheridan./A Centauri Battlecruiser attacks Babylon 5. Great episode.

### Season Three

**B5 Vol 22 Matters of Honor/Convictions** $20.00
The White Star battles a Shadow ship./A mad bomber places bombs all over B5.

**B5 Vol 23 Day in the Strife/Gethsemane** $20.00
G'Kar is told to return to Narn, where he will probably be executed./A monk learns he is a brain-wiped ex-murderer.

**B5 Vol 24 Voices of Authority/Dust to Dust** $20.00
Ivanova uses the Great Machine on Epsilon 3, and finds unexpected evidence./Bester comes to B5 tracking down an illegal psionic drug that is on the black market.

**B5 Vol 25 Exogenesis/Messages from Earth** $20.00
People from 'Down Below' are having sybiotic aliens put on them./President Clark has found a Shadow ship. Sheridan tries to destroy it first.

**B5 Vol 26 Point of No Return/Severed Dreams** $20.00
Civil war breaks out in Earthforce. Nightwatch are given control of B5./Severed Dreams is the best Babylon 5 episode made. It won the Hugo SF award, defeating all other challengers. I've watched it over ten times at least! Babylon 5 declares its independence, and an Earthforce Task Force is sent to take control of Babylon 5 by force - and B5 resists!

**B5 Vol 27 Light & Dark/Sic Transit Vir** $20.00
Nightwatch terrorists kidnap Delenn, and try to take over B5./What connection does Vir have with 2,000 Narns who appear to have died?

**B5 Vol 28 Late Delivery/Ship of Tears** $20.00
Sheridan tries to get the League to help defend B5./The Shadows run a ship of 'weapons systems' near B5, and Bester helps Sheridan to capture it.

**B5 Vol 29 Interludes/War Without End Pt 1** $20.00
Sheridan tries to make the Vorlons attack the Shadows./A time rift opens up, and Sinclair, Sheridan, etc must go through the rift, to reach Babylon 4. We learn of the last Shadow War 1,000 years ago.

**B5 Vol 30 War Without End Pt 2/Walkabout** $20.00
What are Sinclair and Sheridan planning to do with Babylon 4?/Sheridan asks Lyta to help attack a Shadow ship.

**B5 Vol 31 Grey 17 is Missing/Rock Cried Out** $20.00
Naroon tries to stop Delenn taking over the Rangers./Londo plans to have Lord Refa removed from power.

**B5 Vol 32 Shadow Dancing/Z'ha'Dum** $20.00
Sheridan leads a huge battlefleet to attack a Shadow fleet./Sheridan goes alone to Z'ha'Dum to meet with the Shadows.

### Season Four

**B5 Vol 33 Hour of the Wolf/Whatever Happened** $20.00
Londo learns that Emperor Cartagia is insane, and plans to offer the Shadows refuge on Centauri Prime. Sheridan meets Lorien./G'Kar goes looking for Garibaldi.

**B5 Vol 34 The Summoning/Apotheosis *Sept*** $20.00
Sheridan and Lorien return to Babylon 5, as does Garibaldi. The Vorlons go on the rampage, destroying whole worlds./Sheridan makes plans to stop the Vorlons and the Shadows, while Londo plans to assassinate Cartagia.

**B5 Tape 35 *Due Sept*** $20.00
**B5 Tape 36 *Due Oct*** $20.00
**B5 Tape 37 *Due Oct*** $20.00

## Star Trek Videos

We also now stock a good range of Star Trek videos, as follows:

### Star Trek Next Generation TV Series

| | |
|---|---|
| STNG V1 Encounter at Farpoint | $20.00 |
| STNG V2 Naked Now/Code | $20.00 |
| STNG V3 Last Outpost/Where | $20.00 |
| STNG V4 Lonely Among/Justice | $20.00 |
| STNG V5 Battle/Hide & Q | $20.00 |
| STNG V6 Haven/Big Goodbye | $20.00 |
| STNG V7 Datalore/Angel One | $20.00 |
| STNG V8 110001001/Too Short a Sea | $20.00 |
| STNG V9 When Bough Breaks/Home Soil | $20.00 |
| STNG V10 Coming Age/Heart of | $20.00 |
| STNG V11 Arsenal/Symbiosis | $20.00 |
| STNG V12 Skin of Evil/Paris | $20.00 |
| STNG V13 Conspiracy/Neutral Zone | $20.00 |
| STNG V14 Child/Where Silence | $20.00 |
| STNG V15 Elementary Dat/Outrageous | $20.00 |
| STNG V16 Loud as Whis/Schizoid | $20.00 |
| STNG V17 Unnatural/Matter of Honor | $20.00 |
| STNG V18 Measure of Man/Dauphin | $20.00 |
| STNG V19 Contagion/The Royale | $20.00 |
| STNG V20 Time Squared/Icarus | $20.00 |
| STNG V21 Pen Pals/Q Who | $20.00 |
| STNG V22 Samaritan/Up Ladder | $20.00 |
| STNG V23 Manhunt/Emissary | $20.00 |
| STNG V24 Peak Perf/Shades of Grey | $20.00 |
| STNG V25 Evo/Ensigns of Command | $20.00 |
| STNG V26 Survivors/Watchers? | $20.00 |
| STNG V27 Bonding/Booby Trap | $20.00 |
| STNG V28 Enemy/Price | $20.00 |
| STNG V29 Vengeance Fac/Defector | $20.00 |
| STNG V30 Hunted/High Ground | $20.00 |
| STNG V31 Deja Q/Matter of Perspective | $20.00 |
| STNG V32 Yesterday's Enterprise/Offspring | $20.00 |
| STNG V33 Sins of Father/Allegiance | $20.00 |
| STNG V34 Captain's Holiday/Tin Man | $20.00 |
| STNG V35 Hollow Pursuits/Most Toys | $20.00 |
| STNG V36 Sarek/Menage A Troi | $20.00 |
| STNG V37 Transfigured/Best of Both Worlds 1 | $20.00 |
| STNG V38 Best of Both Worlds 2/Family | $20.00 |
| STNG V39 Brothers/Suddenly Human | $20.00 |
| STNG V40 Remember Me/Legacy | $20.00 |
| STNG V41 Reunion/Future Imperfect | $20.00 |
| STNG V42 Final Mission/The Loss | $20.00 |
| STNG V43 Data's Day/The Wounded | $20.00 |
| STNG V44 Devil's Due/Clues | $20.00 |
| STNG V45 First Contact/Galaxy's Child | $20.00 |
| STNG V46 Night Terrors/Identity Crisis | $20.00 |
| STNG V47 The Nth Degree/Qpid | $20.00 |
| STNG V48 The Drum Head/Half a Life | $20.00 |
| STNG V49 The Host/A Mind's Eye | $20.00 |
| STNG V50 In Theory/Redemption Part 1 | $20.00 |
| STNG V51 Redemption Part2/Darmok | $20.00 |
| STNG V52 Ensign Ro/Silicon Avatar | $20.00 |
| STNG V53 Disaster/The Game | $20.00 |
| STNG V54 Unification Parts 1 & 2 | $20.00 |
| STNG V55 Matter of Time/New Ground | $20.00 |
| STNG V56 Hero Worship/Violations | $20.00 |
| STNG V57 Masterpiece Soc/Conundrum | $20.00 |
| STNG V58 Power Play/Ethics | $20.00 |
| STNG V59 The Outcast/Cause & Effect | $20.00 |
| STNG V60 The First Duty/Cost of Living | $20.00 |
| STNG V61 Perfect Mate/Imaginary Friend | $20.00 |
| STNG V62 I, Borg/The Next Phase | $20.00 |
| STNG V63 Inner Light/Time's Arrow Pt 1 | $20.00 |
| STNG V64 Time's Arrow Pt 2/Realm of Fear | $20.00 |
| STNG V65 Man of the People/Relics | $20.00 |
| STNG V66 Schisms/True Q | $20.00 |
| STNG V67 Rascals/A Fistful of Data | $20.00 |
| STNG V68 Quality of Life/Chain of Command 1 | $20.00 |
| STNG V69 Chain of Command 2/Ship in Bottle | $20.00 |
| STNG V70 Aquiel/Face of the Enemy | $20.00 |
| STNG V71 Tapestry/Birthright Pt 1 | $20.00 |
| STNG V72 Birthright Pt 2/Starship Mine | $20.00 |
| STNG V73 Lessons/The Chase | $20.00 |
| STNG V74 Frame of Mind/Suspicions | $20.00 |
| STNG V75 Rightful Heir/Second Chances | $20.00 |
| STNG V76 Timescape/Descent Pt 1 | $20.00 |
| STNG V77 Descent Pt 2/Liasons | $20.00 |
| STNG V78 Interface/Gambit Pt 1 | $20.00 |
| STNG V79 Gambit Pt 2/Phantasms | $20.00 |
| STNG V80 Dark Page/Attached | $20.00 |
| STNG V81 Force of Nature/Inheritance | $20.00 |
| STNG V82 Parallels/The Pegasus | $20.00 |
| STNG V83 Homeward/Sub Rosa | $20.00 |
| STNG V84 Lower Decks/Thine Own Self | $20.00 |
| STNG V85 Masks/Eye of the Beholder | $20.00 |
| STNG V86 Genesis/Journey's End | $20.00 |
| STNG V87 First Born/Bloodlines | $20.00 |
| STNG V88 Emergence/Pre-emptive Strike | $20.00 |
| STNG V89 All Good Things Pt 1 & 2 | $20.00 |

# WARGAMES

## Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Complexity Key

**Basic Games** *
(Introductory Level)

**Intermediate** **
(Still good for beginners)

**Advanced Games** ***
(Veteran gamers only)

**Master Games** ****
(Too many rules)

## Solitaire Suitability

**Totally Unsuitable For Solitaire Play** #

**Fairly Suitable For Solitaire Play** ##

**Highly Suitable For Solitaire Play** ###

**Can Only Be Played Solitaire** ####

## Company Codes

| | | | |
|---|---|---|---|
| ADG | Australian Design Group | AH | Avalon Hill |
| COA | Clash of Arms | COM | Command Mag (XTR) |
| FAS | FASA Corp. | GAM | Games Workshop |
| GDW | Game Designers Wrkshp | GMT | Not Get More Tanks! |
| GRD | Games Research&Design | IRO | Iron Crown Enterprises |
| JED | Jedko Games | MB | Milton Bradley Games |
| SDI | Simulation Design Inc. | STE | Steve Jackson Games |
| S&T | S & T Magazine | SUP | Supremacy Games |
| TAS | Task Force Games | TGI | The Gamers Inc |
| VIC | Victory Games | 3W | World Wide Wargames |
| WES | West End Games | WIZ | Wizards of the Coast |

## Beginner's Games

JED **Basic Training**
This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. $1.00

JED **Beginner's Guide to Strategy Gaming** */##
A more comprehensive 55 page introductory book dealing with rules terminology & counter symbology, notes on solitaire play, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules. $3.00

JED **Field Marshall** */###
A good wargame for novice players. A well balanced hypothetical conflict in WW2 where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). With marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. $20.00

# Ancient Era

AH **Age of Renaissance** */#
Civilization in the Middle Ages. Picks up where Civilization ends, in the 8th Century. Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civics. While gains are measured in economic terms rather than territorial conquest, the proceedings are still warlike. Against this backdrop of war, plague, famine, and religious strife, such personalities as Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning. Victory is not won at the point of a sword but in the acquisition and application of 26 Advances ranging from Caravan to Industry. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22" x 32", three counter sheest, score pads, 64 history cards, etc. $109.95

Xeno **Alexander's Generals** */##
A magnificent game from Xeno games, this is the game of Alexander the Great's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's *Shogun*. For 2 - 6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The sixty province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops, skirmishers, garrisons and triremes. Rules are nice and simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10, and skirmishes kill elephants on 7+ on D10. Players receive recruitment points from the provinces owned, and certain provinces provide certain troop types at a discount. 23"x25" color map, 552 color stand-up counters, 60 province cards, 4 D10 dice. Normally - $80.00 $59.95

DEC **Battles of Ancient World Vol. II** */###
Includes four more battles of the Ancient World. Issus 333 BC, between Alexander and Darius; Metaurus in 207 BC where the Roman Consol Nero crushed the Carthaginian force, 53 BC, where the Parthians obliterated a Roman force; and Idvisto in 15 AD with the Romans seeking revenge against the Germans. 420 counters, etc. $20.00

AH **Britannia** */#
A 3 to 5 player game that covers 1000 years of British history where tenacious English tribes had to compete for real eastate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of `em are in play at once), each of which must score as many victory points as possible before history kicks `em out of existence. With 256 counters and a 22"x24" mapboard. $55.00

AH **Civilization** */#
2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce, this trade b/n empires fosters social & technological growth. $85.00

➔ **Advanced Civilization**
Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, eight-player games, pillage, enhanced card attributes, simplified trading, etc! $65.00

➔ **Trade Cards**
50 extra cards as included in the original game. $10.00

➔ **Western Expansion Map**
22"x11" mapsheet extension & African/Iberian AST. $16.00

AH **Hannibal: Rome vs Carthage** **/#
A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others, as he leads his army of elephants and mercenaries. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals such as Fabius Maximus and Scipio Africanus. Your battlefield includes Spain, Africa, Italy, Gaul, Sardinia and Sicily. 2 decks of cards which bring out events and personalities of the period, 100 cards, mounted 22x32" mapboard, 132 political counters, 64 units & generals counters, etc. $80.00

AH **History of the World** */#
A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandonning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to Alexander the Great to Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. $80.00

3W **Ironsides** **/###
Presents four scenarios from the English Civil War, being the Edgehilll Campaign, the campaign leading to Marston Moor, the rebellion in Ireland (to be played solitaire) and Scotland. Has 500 counters, 2 x 34"x22" maps, rules. $35.00

GMT **Julius Caesar** ***/###
960 stunning counters giving each type of fighting unit of Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in Thessaly, between Caesar and Pompey, Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! $90.00

➔ **Dictator: Julius Caesar Module # 1**
Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbri under King Boerix; & Chaeronea in 86BC,, Consul Sulla against Archelaeus. $30.00

➔ **Jugurtha: Julius Caesar Module # 2** $30.00

AH **Kingmaker** **/##
Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parlimentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! 23"x21" mapboard, 90 Event & 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. $55.00

AH **Machiavelli** **/#
A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. Can you, as a leader of a major state or neighboring country, expand your influence over the Italian Peninsula and bring it under your control? Or will a smiling ally defeat your most careful plans by a treacherous stab in the back. The game is built upon the elegantly simple system and mechanics of *Diplomacy*, but also adds sieges, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. Mounted 22" x 32" mapboard, 520 counters. $70.00

AH **Maharaja** **/#
A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of *Britannia*, each player controls several nationalities. Game mechanics are simple, allowing players to concentrate on fast moving game play. 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. $65.00

AH **New World** */#
2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. $45.00

AH **Republic Of Rome** ***/###
An enjoyable, deceptively engrossing card `n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators vying for the Consul-ship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! $85.00

GMT **Samurai** ***/###
Fifth game in the SPQR series. This game covers all the major battles of the Sengoku Jidai, the Age of Warring Daimyos, in the 16th Century. There is a revamped command system that simulates the clan oriented levels of leadership, plus simplified shock and fire mechanics. Includes counters of individual samurai who can challenge opponents to collect honor, and if you ignore the challenge you can lose honor and be forced to commit seppuku. Battles include burning castles, thunderstorms, volley-firing musketeers, & are: Okehazama, Anegawa, Kawanakajima, Mikita-ga-Hara, Nagashino and Sekigahara. 850 counters, two backprinted 22x34" maps, rules, scenarios, etc. $90.00

GAM **Samurai Card Game** **/#
Become a samurai warrior in the Sengoku period (1467-1568), seeking to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. For 3 - 6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art. $39.95

MB **Samurai Swords** */#
Milton Bradley has re-released *Shogun*, now re-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable warlords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and earn the exalted title of Shogun. Only one can succeed! You have three daimyos leading field armies, garrisons, you can build castles, fortifications or more troops, hire ninja, but be on the watch for those backstabs! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secrecy screens, simple to follow rules, plastic swords, 72 domain cards, etc. $89.95

AH **Successors** **/#
The time was 326BC, and Alexander the Great had just died. Alexander had made no provisions for an orderly succession, so in a short time his Macedonian generals would be fighting among themselves to control his vast empire. A 3 to 4 player game. The beautiful mounted mapboard stretches from Europe to Persia. Each player commands two or more of the 11 generals. With a unique multi-player strategy game format, special small scenario and larger games. 64 playing cards, mutiny, assassins, sieges, naval combat, defections. 3 counter sheets. $99.00

COA **The King's War** **/##
A two player operational simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, Covers walled towns, fortresses, sieges, regional politics, weather, the clubmen, revolts, recruitment. Scottish intervention, etc. 22x34" map, player aid maps, charts, rules. $60.00

MAY **The Settlers of Catan 2nd Printing** */#
This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended. $75.00

MAY **The Settlers of Catan Card Game** */#
Settle Catan! You begin play with a small principality and two settlements worth two victory points. Victory is achieved when you have 12 points. Just as in the boardgame, the player's job is to embark on a quest to dominate the land. Players earn a victory through clever trading and cunning development. Players use combinations of resources to purchase development cards, roads, settlements or cities. Has 120 beautiful cards, special dice, two wooden tokens. Very nice! $42.50

Cards from Settlers of Catan Card Game

# Napoleonic Era

COA **1807: The Eagles Turn East** **/##
1807: The Russians have abandoned Warsaw with the French in hot pursuit. Murat leads a triumphal entry into the ancient capital. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters representing every major commander individually rated, brigades, divisions, corps, artillery, cavalry, & infantry. $75.00

SG **A FAMOUS VICTORY** **/###
John Churchill, first Duke of Marlborough, was the greatest soldier produced by the British Isles in modern history. This game features his first two stunning victories fought during the War of the Spanish Succession, being: Blenheim in 1704, and Ramillies 1706, two great musket and bayonet battles. Battalion/regimental units. 720 two sided counters, 22x24" map (one map on each side). $60.00

AH **Blackbeard** **/###
An extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. 2 mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. $85.00

GUS **BORODINO** **/###
Another stunning Napoleonic game by Games USA, this one featuring one of the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812, two massive armies that in the end drew a stalemate. Giving a 'miniatures feel', the counters of divisions are 1" by ½", with area movement on the map, so your units look like divisions arrayed in line for battle. Features every major corps, wing and army leader, units are divisions for infantry, brigades or regiments for cavalry, and artillery in batteries of 4 - 8 guns. With four scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With 340 counters, 18"x25" area movement map, rules, scenarios. $43.00

COA **Close Action - Fighting Sail** ***/##
The Age of Fighting Sail. Allows you to captain a ship of the line in 24 scenarios spanning the years 1780-1815, with ship versus ship to fleet actions. Covers the American War of Independence and the War of

1812, & the bitterly contested wars of Napoleon. Range-attenuation and damage charts allow assessment and allocation to occur in real time. With 70 colorful ship counters, 140 status markers, charts, tables, maps, rules. $70.00

AH **Empires In Arms** ****/#
A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, etc! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. $80.00

AH **Enemy in Sight** */#
An exciting card game of skill and luck depicting the age of fighting sail. From the might Ships of the Line to the fast and mobile American frigates capable of making 14 knots in an open sea. Break the Line, rake the enemy's bow, set her afire and send across a boarding party to take her home as a prize. Simple rules, 40 counters, 176 color cards, for 2 - 8 players. $40.00

COA **Jena** **/##
1806AD. With five scenarios that span the opening engagement of Saalfeld through the incredible French victories of Jena and Auerstaedt. The Campaign Game opens with the French corps exiting the mountains of Franconia and Thuringia. With 3 34"x22" maps, 420 counters, rules, combat chart, offboard movement track. $50.00

COA **La Bataille D'Espagnol - Talavera** ***/##
A simulation of the culminating battle of Wellesley's 1809 counter offensive against the French in Spain. The game is played on 4 17"x22" period maps over which a hexagonal grid has been laid. There are over 700 counters, infantry being regiments or battalions, cavalry in regiments, and artillery in batteries. $30.00

COA **La Bataille D'Albuera-Espagnol** ***/##
A simulation of the hardest fought battle of the Penninsular War. The battalions of Imperial France, pitted against a desperate coalition of Spanish, Portuguese and British troops, much rid the field of their enemies, thereby lifting the siege of Badajoz, capital of Estremadura. With 34x22" map, 400 counters. $30.00

COA **La Bataille de Corunna-Espagnol** ***/##
1809, January 11th. A very much worse-for-ware British army straggles into the port of La Corunna. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John Moore as he surveys harbor, is that the fleet has not yet arrived. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, rules, historical commentary, etc. $30.00

COA **La Bataille de les Quatre Bras** ***/##
The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. $70.00
**The Art of War Magazine # 27/28** Clash of Arms magazine. This issue contains a Supermarina scenario, Etudes Militaries Nr 6, Annex F for Harpoon, an article on The King's War, a counter sheet that gives Alexander's army to fight Napoleon in the game *La Bataille de Mont St Jean*, etc. $9.00

COA **Regulations of the Year XXII**
This rulebook is the Standard Rulebook, Fourth Edition, which may be used with all *La Bataille* games. This rulebook is a guide to tactical warfare in the early Nineteenth Century. Covers all rules, counter types, terrain types, manoeuvring, etc. 60 pages + combat charts. $20.00

COA **Leuthen** ***/##
It is December 1757. Under threat from losing Silesia, Frederick marched his remaining army of 40,000 men composed of Rossbach veterans and Breslau survivors against Charles' nearly 60,000 polygenous force of Austrians, Hungarians, Imperials, Bavarians and Wurttembergers. This became Frederick's greatest victory. Unit scale is infantry battalions, cavalry regiments, artillery "sections." With rules, 40 page battle rules book, 4 maps, 200 colorful unit and leader counters, 280 markers, etc. This is a special limited edition. $99.00

COL **Napoleon** **/#
Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seized power, quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22" x 17" of southern Belgium. All three armies maneuvre about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, so your enemy does not know what your units are. $45.00

COA **Napoleon at Leipzig** **/###
His Grande Armee shattered on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most stolid foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, excellent for solitaire or up to 8 players, 360 colorful counters, great maps, etc. $45.00

S&T187 **Risorgimento, Italy 1848** **/##
The 4th game in the Wars of the Imperial Age series, the Italian 1848 War began against the Austrian army with the 5 Days of Milan, as the Italians arose in revolution. 280 counters represent brigades, divisions & corps. Scenarios cover battles fought in 1866, 1848, and 1859. $30.00

PAR **Risk Deluxe** */#
Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each player is also given a secret mission card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or conquer all Africa, or hold any 20 zones at one time. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. $70.00

JUM **STRATEGO** */#
One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. The game comes in several formats, as below:

**Stratego Travel** $25.00
A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example.

**Stratego Compact** $30.00
A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases.

**Stratego Original** $50.00
This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little castles with the soldier's picture.

**Stratego 4** $80.00
This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank.You have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plsatic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress. $80.00

DEC **The '45** **/##
Bonnie Prince Charles' attempt to grab the English throne resulted in him overrunning Scotland and marching to London, but the battle of Culloden smashed all hope. This game features an accurate order of battle, the game features scenarios that allow players to examine the campaign at six important turning points. The unit scale is regimental with detatched companies. The map is point to point movement. 352 counters, map, etc. $55.00

DEC **The Sun Never Sets** **/##
Three separate games of the major wars fought by the British to expand their Empire in the 19th Century. Players can march to the far flung frontiers of British civilization, engage vast hordes of natives, and plant the British flat in Khartoum, Peking, and Ulundi. The three campaigns are March to Peking, with Britain and France in 1860 taking on the Chinese; Zulu War with the British against the Zulus in 1879; and The Sudan, with three scenarios of General's Gordon and Kitchener taking on the African Mahdists. With 2 34x22" maps, 620 counters. $65.00

GMT **The Battles of Waterloo** **/##
Modern warfare's most famous battle. Do you try to take Hougomont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios: Quatre Bras where Ney tried to sieze the crossroads; Ligny, where the Prussians received a licking from Napoleon; June 16, where as the French you must fight both Ligny and Quatre Bras at the same time; Wavre, where the Prussians must hold out against Grouchy; and June 18, covering the Battle of Mont St-Jean plus the battle of Wavre. Features rules with a historical flavour, 480 counters, 3 double printed maps. $80.00

AH **War & Peace** **/##
In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant dis-regard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist goverments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard and 1040 counters featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. $60.00

COL **War of 1812** */#
In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. With a full color 32"x11" period map with town to town/lake to lake movement system; 50 wooden pieces with a sticker on one face to give fog-of-war, simple rules. $36.00

AH **We the People** */#
An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. $85.00

AH **Wooden Ships & Iron Men** **/#
An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! $60.00

# American Civil War

VIC **Across Five Aprils** */###
Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. $75.00

COA **Autumn of Glory** **/##
A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattangoonga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. The weak Confederate forces must remain flexible and hang on until help arrives. With a 22"x34" map, 240 counters, two rulebooks, etc. $40.00

SG **Bloodiest Day: Battle of Antietam** **/###
Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the *Turning Point at Stalingrad* system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps comanders to commit their brigades and divisions to the right place at the right time - there is no micro-management. 176 counters, represent this hard fought battle in 1862, which sees the end of Lee's invasion of the North. $60.00

COL **Bobby Lee** **/#
Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east between Richmond and Washington. You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning hex based full color 22" x 25" mapboard, 84 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players. $52.00

AH **For the People** */#
In April of 1861, South Carolina state forces fired on Fort Sumter. President Lincoln called for volunteers to put down the rebellion. This is a ground breaking two player boardgame of the American Civil War. Each player uses strategy cards, generals and military units to defeat his opponent's strategic will and achieve his own political ends.*June*. $99.00

AH **Geronimo** **/#
As Indian player your troops include the finest light cavalry the world has known: Apache, Sioux, Kiowa, Cheyene, Commanche, Blackfoot, Arrapaho, etc. Arrayed against this fierce cast are the technological gains borne of the American Civil War which brought opportunity followed by defeat. Against artillery, gatling guns, the telegraph, and Springfield Rifles, the Indians had no defense. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts. $75.00

SPE **Gettysburg: Three Days in July** **/#
By Speerit Games, this is the most visually appealing and playable game of the Battle of Gettysburg in the American Civil War. With a stunning 21" x 37" mounted mapboard of Gettysburg, Pennsylvania, and surrounding area with hex movement and 137 one inch plastic standup pieces, with a flag on one side and the unit on the other, to give fog of war, representing every infantry, cavalry and artillery unit present at the battle. 16 pages of rules are easy to follow, and players record damage to units on unit score pads provided. Also has various play aid cards and tables. Weighs over 2.2 kg! **Crazy Special** $48.00

GMT **Glory** */###
Covers three battles, First Manassas, Second Manassa and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps. $70.00

AH **Here Come the Rebels** **/##
The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. $60.00

COA **Lees Takes Command** **/##
A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invinsible Army of Northern Virginia.. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. $37.00

AH **On to Richmond** **/##
The 6th in the Great Campaign series. The Civil War has been raging for over a year and neither side is close to a victory. President Lincoln wants decisive action to weaken the South's spirit and its ability to wage war. This game covers the Peninsula Campaign, April - June 1862. Includes 8 scenarios and an entire campaign. $80.00

AH **Roads to Gettysburg** **/##
Covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war. As the Union General Meade, you have to catch this army and crush it to end the war. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" mapsheets, ammunition pad, counter tray, & several display cards. $75.00

AH **Stonewall in the Valley** **/##
The full campaign in the Shenandoah from March to June 1862. Stonewall's tiny Valley Army is confronted by three Union armies. In six weeks he out-maneuvres all three, taking them on individually, defeating them all and sending them fleeing from the Confederate's bread basket. With three beautifully hand painted maps based on Civil War originals, with roads, trails, railroads, villages, mountains, and waterways. $70.00

AH **Stonewall Jackson's Way** **/###
Covers the second battle of Bull Run in central Virginia during 1862, wherein ``good ol' boys'' Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. 520 counters. $85.00

AH **Stonewall's Last Battle** **/###
The Chancellorsville Campaign. The Union General Hooker crosses the Rappahannock and threatens Lee's flank with 83,000 troops, near a wooded crossroads name Chancellorsville. Lee sends Stonewall Jackson to flank march through the Wilderness and fall upon Hooker's rear, shattering the Union XI Corps and causing Hooker to retreat. With 22x32" mapsheet, 260 counters, charts, etc. $65.00

COA **The Army of the Heartland** **/##
During the four bloody years of the American Civil War, many of the most important campaigns occured in the West, the "heartland" of both sides. It was here that the rebel Army of Tennessee poured out its blood; Johnston bleeding to death in a Shiloh peach orchard...the fruitless victory at Chickamauga. With over 90 individually rated leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign. $60.00

GMT **The Three Days of Gettysburg** ***/##
This game is the most stunning American civil war game I have seen. The game concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. Includes a staggering 1,680 beautiful counters, 3 22"x34" maps, seven scenarios, Brigadiers are rated with Action Profiles to dictate their behaviour when on their own; great fatigue rules. Very playable. $99.00

SG **They Met at Gettysburg** **/###
Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the *Turning Point at Stalingrad* system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps comanders to commit their brigades and divisions to the right place at the right time - there is no micro-management. 352 counters represent this three day battle, the bloodiest ever fought in America, which saw the defeat of the Confederate army. $60.00

Xeno **This Hallowed Ground** **/#
The American Civil War in the style of *Axis & Allies*, by Xeno Games. Contains a light card 22"x34" color map, 104 plastic pieces that represent 6 different troop types for both Confederate and Union: armies, cavalry, leaders, recruits, Veteran infantry, elite infantry. The plastic figures are about 23mm high and are very high quality. There are also 140 counters representing ships, forts, entrenchments, 119 counters, 70 mini poker chips to represent stacking, 10 dice, simple rules, which cover: naval units, entrenchments & forts, railroads, command control, bombardments, recruitment, Union blockades, blockade runners, Confederate raiders, and Indian uprisings. $70.00

# World War One

COA **Africa 1880** */#
A stunning boardgame by Clash of Arms. Relive the African colonial adventure! Between 1880 and 1914, European nations fiercely raced to gain control of the "dark continent". Each player represents a nation exploring and colonizing Africa. The success of their adventure, however, has more to do with intrigue in the luxurious parlors of the embassies than hacking through the jungle. Negotiating alliances and declaring war are what change the face of the world! With 22 resin-cast, stained miniatures, 180 counters, a stunning mounted mapboard of Africa, and rules. Nice, simple rules! $100.00

AH **Colonial Diplomacy** */#
A stand alone game of Colonial Diplomacy, using all of regular *Diplomacy's* rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! $100.00

AH **Diplomacy** */#
A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between

nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, etc. $65.00

ADG **Fatal Alliances II** ***/#
A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandin-avian Off Map Box variant)., a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th EDITION to play this module. $30.00

COA **Home Before the Leaves Fall** ****/###
This is the best and most comprehensive WWI wargame ever released. The game covers that fateful summer of 1914, when the German Empire made its strongest bid for victory in the West. In addition to the grand campaign game, scenarios highlight specific army actions during the battles for the Frontiers, the Retreat from Mons, and the Miracle of the Marne. Units represent battalions, regiments, brigades, and divisions which in turn comprise corps and armies. 3,080 beautiful counters feature full color period national symbols and heaps of unit detail. Also has two 34"x22" maps, 24 army charts and displays, standard rulebook, exclusive rules and scenario book with historical commentary. $124.95

AH **Knights of the Air** */###
Recreates the deadly combat of WWI air war. Each airplane in this game has been researched to present the same strengths, weaknesses and idiosyncracies it demonstrated in real life. To win you must master your aircraft and exploit your opponent's aircraft's unique flaws. With color 22x32" mounted mapboard, maneuvre cards, cards for each plane, counters, etc. $50.00

COA **Landships** */##
Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918.. $45.00
**The Art of War Magazine # 25** Advanced Rules for Landships. $4.00

GRD **March to Victory** ****/###
This war to end all wars was fought in the dawn of new technology that laid waste to vast empires and their armies. Virtually all our modern weapons were first used in this war. The tactics were not. Mass attack resulted in mass destruction. The Great War with Europa rules, from 1914 to 1916, on the Western Front! 16 miles to a hex, two week turns, naval and air power is represented. Basic formation is at divisional level, with regiments, brigades and battalions. Two half maps, one full map. 3,360 counters of Germans, British, French, Dutch, Belgians, Swiss, Italians, Austrians, etc. Central Powers; Entente and Neutrals OB books. Lots of scenarios. Off maps strategic operations. $170.00

S&T186 **Over the Top!** **/##
General Von Kluck's German First Army was to sweep through Belgium and northern France to trap the Allies in Paris, but the Battles of Mons and the Marne, in 1914, put paid to the German strategy. Map and 280 back printed counters. $22.00

S&T180 **Reinforce the Right! 1914** **/#
A game for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other French, British, and Belgian units. Can you as Germany bring to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris? Can you as the Allies stop this from happening? 280 counters, large map of Belgium, France, & Germany. $27.00

PAN **Warlords** **/#
An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to `50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation. $2.00

# World War Two

AH **Advanced Third Reich** ****/#
A comprehensive study of the battle for Europe and North Africa. Components include two painted 22"x31" mapsheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, etc. $90.00

➔ **Empire of the Rising Sun** ****/#
The *Third Reich* rules for the war in the Pacific. This can be played with *Third Reich* or as a complete stand alone game. With codebreaking, kamikazes, & the atomic bomb, quarterly turns, BRPs, sophisticated carrier combat, rules that create the uncertainty and tension of the great naval battles, and alternate scenarios that let you wonder what if US carriers had been at Pearl Harbor, or China had collapsed, etc. With rules to link with Third Reich, 5 counter sheets, 2 22"x31" mapsheets, etc. $99.00

AH **Atlantic Storm** **/#
From September 1939 through May 1943, the German Wolf Pack submarine force sank 2,452 Merchant Marine vessels carrying 13 million tons of needed war materials for Great Britain. Includes two decks of cards, one with 40 historical convoys, the other being 112 cards of the forces of the two opposing sides. Even the Bismark and the Hood are included in the game, as both players fight battles over the 20 convoys that sail in each game. The cards feature stunning artwork with B&W photos of ships, subs, aircraft, weapons, leaders, etc. A great looking game with nice short rules. 2 to 6 players. $54.00

MB **Axis & Allies** **/#
A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic minatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. $90.00

**The World At War**
By Xeno Games, this is a deluxe *Axis & Allies* expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rulesmay be used with either 1st or 2nd ed A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18"x30" full color map that is very easy to see where all the countries etc are. More territories have been added, the Germans can build SS troops; there are rules for cruisers, and the Japanese can do Banzai charges. There are rules for paratroopers, and beware! Those minor countries are now fully armed! $65.00

JED **Europe at War** */###
A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to `45. Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants. $20.00

XEN **Europe at War** */###
By Xeno Games, this magnificent game of WW2 in Europe & North Africa is in the league of *Axis & Allies*, but at one third less the price! With 290 plastic pieces in 6 colors, representing infantry, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple too! The game starts in 1939 with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russian, USA, Germany, Italy, Rumania, Hungary, Bulgaria, & Finland. All the minor powers are represented too, including Greece, Portugal, Switzerland, Turkey, etc. Players receive income to buy new units, they can develop technology; you can deliver armored breakthroughs, aircraft can be used for Air Cap, Tac Air Support, Strategic Bombing, or Air Transport. You launch amphibious assaults, send convoys, there are fortifications. There are 15 fields of technology, including A-bombs, rockets, armor, submarines, etc. Also has 119 counters, full color 24x36" map, 70 mini poker chips. Very thoroughly recommended! $60.00

**Russia at War** This expansion includes new charts and set up for a 1941 starting time, additional Russian playing pieces, additional German and Italian pieces, additional pieces for partisans and neutral countries, printed play money, etc. $45.00

DEC **KRIEG** **/###
World War Two in Europe as an engaging game for 2 or 3 players. Of modest complexity with high solitaire potential. Can Britain form an effective coalition? Will Stalin break the Nazi-Soviet Pact? With economics and diplomacy resolved through card play, this game features plenty of intriguing twists and turns. This game is the old fashioned "pre-rules-lawyer" style of game, an old fashioned panzer pushing good time. With 420 counters for all major beligerants of Europe, 2 34x22" maps, etc. $70.00

GMT **Operation Mercury** **/###
The Allied forces have retreated to Crete, and Hitler must take the island a.s.a.p. so that the Allies cannot keep airbases there, as it is May and the invasion of Russia was set for June. So he sends in his crack Paratroop units and a Mountain Division. Includes 400 counters, including Australia and New Zealand, 2 22x34 mapsheets, dice, etc. $60.00

AH **Squad Leader 4th Edition** ****/#
An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, roadblocks, mortars, flamethrowers demo charges, AT guns, and so much more! $70.00

**Cross of Iron** An east-front expansion for *Squad Leader* that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. $55.00

**Crescendo of Doom** Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapsboards, 1324 counters. $65.00

**GI: Anvil of Victory** Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. $80.00

ADG **World In Flames Deluxe 6th Edition** ***/###
Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategical decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the main rules. With scenarios and campaigns. Thoroughly recommended. $169.00

**World In Flames Classic** Basic edition. $80.00

**Afa/AsA Update Kit** Replaces Africa Aflame and Asia Aflame for all players of World in Flames the Final Edition. It contains new counters, and the revised maps are now of the same stunning quality as WiF the final edition. Has 400 counters and maps for Africa and Scandanavia. $39.00

**DAYS OF DECISION II** A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. With 800 counters, a large map, rules, charts. $70.00

**PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types)** Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, , 5th Ed. WIF errata (!), etc. **Special** $10.00

**FATAL ALLIANCES II** World War One add-on for WIF. See description under WW1 heading. $20.00

**ASIA AFLAME Gold Edition** Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. $10.00

**SHIPS IN FLAMES** Provides very fleet carrier, light carrier, battleship, battlecruiser, pocket battleship and heavy cruiser that ever sailed or was planned during WW2. 1000 counters, Task Force Display, rules, etc. **Special $10.00**

**WIF Classic Deluxe Update Kit** Allows you to convert your World in Flames: Classic or WiF Deluxe Update kit to the full wonders of the WiF:Deluxe game. This kit contains all the counters and maps for Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame and Mech in Flames. Has 2,200 counters, maps of Africa and Scandinavia, and charts. $109.00

# Advanced Squad Leader

AH **ADVANCED SQUAD LEADER** ****/###
This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! $90.00

**ASL ANNUAL `91** 64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, the German PzKpfw Maus with counter art, etc. $30.00

**ASL ANNUAL `92** 80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, 13 scenarios, and more. $30.00

**ASL ANNUAL '93 Part A** 80 pages with scenarios and articles on ASL. More details next catalog. $20.00

**ASL ANNUAL '93 Part B** 48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Includes a card map lift out for the campaign game. $22.00

**ASL ANNUAL '95** Avalon Hill finally released the '94 ASL Annuall, except since it was released in 1995, it is called the 1995 ASL Annual. Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 24 new scenarios, etc. $45.00

**ASL ANNUAL '96** Featuring an article on snow an ASL, movning, motion, and non-stopped status, Atlanticon '93 Scenario Analysis, tips on cave and cave complex setsups, and full of new scenarios, etc. $35.00

**ASL ANNUAL '97** Articles and scenarios on cavalry; scenarios focusing on scouts; a two-fold jungle map and scenarios *The Road to Nhpum Ga* to play on it, where the American soldiers of Merrill's Marauders fight the Japanese in Burma; a scenario that pits an infantry-only force against a force with tanks; etc. $40.00

**ASL CLASSIC** In *ASL Annual* format, this magazine presents many out-of-print ASL articles & scenarios, which include *The Guards Counter-attack, The Tractor Works, Streets of Stalingrad, The Puma Prowls, The Pouppeville Exit,* etc. $24.00

**BEYOND VALOR** MODULE 1 Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. i pity the poor bugger that has to carefully cut `n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. $90.00

**PARATROOPER** MODULE 2 This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. $50.00

**YANKS** MODULE 3 Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. $90.00

**PARTISAN!** MODULE 4 Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). $40.00

**WEST OF ALAMEIN** MODULE 5 An expansion set that features the British army, with 1264 counters representing eveything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. $99.00

**THE LAST HURRAH!** MODULE 6 Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia. Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). $40.00

**HOLLOW LEGIONS** MODULE 7 This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. $60.00

**CODE OF BUSHIDO** MODULE 8 Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. $95.00

**GUNG-HO!** MODULE 9 Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. $99.00

**CROIX DE GUERRE (Cross of War)** MODULE 10 This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. $80.00

**RED BARRICADES** HISTORICAL MODULE 1 The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, Cellers, AT ditches, etc. Includes three separate Campaign games for street fighting. $60.00

**KAMPFGRUPPE PEIPER 1** HISTORICAL MODULE 2 A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexsides,etc. $75.00

**KAMPFGRUPPE PEIPER II** HISTORICAL MODULE 3 A companion that expands upon the MODULE 2. Includes update to Chapter P with several new terrain types; three different campaign games covering the entire battle. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. Six scenarios use small portions of the two maps, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, Chapter P rules update. $80.00

**PEGASUS BRIDGE** HISTORICAL MODULE 4 The glider-borne D Company, 2nd Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. This elite company must hold the bridge until relieved. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With on 22"x32" map, Chapter Q, 224 counters, new vehicles, 6 scenarios. $60.00

**SOLITAIRE ASL** SOLITAIRE MODULE 1 /#### Has numerous charts and tables for generating enemy units, random events, and mapboard configerations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. Unknown enemy units are represented on the mapboard by the presense of Suspect? markers, which could be dummies or nasty surprises! With 14 new scenarios, 260 counters, generation cards, Chapter S. $70.00

**HEDGEROW HELL** Deluxe ASL Module 2. Has four full color, geomorphic mounted 11x26" mapboards (with large 2.2" hexes) depicting typical country terrain, and eight specially-designed scenarios for use on those boards depicting the bitter fighting following the invasion of Normandy in 1944. Also 117 play-aid counters and 24 AFV playing aid cards of American tanks. $50.00

**ASL ACTION PACK # 1** This pack contains ASL Boards # 42 and # 43 as well as eight new scenarios specifically designed for use with these new boards. The actions in these battles span the length of the war - from 1939 to 1945 - and the length of Europe - from Poland to Sicily, from Russia to France. Also has a color coded playing aide to help you through the somewhat complicated OBA section of Chapter C. $40.00

**DOOMED BATTALIONS** 9th April 1940 - threatened with aerial bombardment of Copenhagen, the Danes quickly surrendered, but because of poor communications the news did not reach the front lines. Mapboards 44-45, 8 new scenarios with overlays, and, Allied Minor Armor and Ordnance. *Due July.* $80.00

**ASL & Squad Leader Boards**
The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 1, 2, 3, 4, 5, 6, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) A, B, C, D, E, F, G

# Critical Hit
## Approved ASL Supplements

Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit*, released twice a year. They also produce a range of ASL products such as scenario packs. If you are an ASL player and wish Avalon Hill released a lot more titles, then this range will make you very happy! (It's also a *lot* cheaper than the ASL Annual!)

**Critical Hit Magazine Issue # 7** Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945. Also an indepth look at para-drops, play notes on the Canadian army, scenario replays, etc. $26.00

**Critical Hit Magazine Issue Vol 4.2** 56 pages, with color cover and map on the backcover. Includes many articles plus 8 scenarios, which include a failed German assault on a US held village, the Italian Semovente 90 da 53 in action, Yugoslavian partisans in action, etc. $26.00

**All American: 82nd Airborne Module 1** Stars the paratroopers of the 82nd Airborne "All American" Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers notes, a historical booklet, ten scenarios with a battle manual, and B&W photos of locations. $40.00

**All American: Timmes' Orchard Module 2** Includes eight new scenarios, all playable on an accurate 32"x28" tactical map included. Also has 2 new solitaire missions, charts, special rules, and a monster scenario. $40.00

**All American: Shanley's Hill Module 3** Depicts the fighting of the 82nd Airborne to secure the exits from Utah Beach during the Normandy invasion. Provides ten new scenarios and a scenario-generating campaign system that ties the entire system together. Also includes a flak train (with counters!) for the paratroopers to attack, 78 cut-out counters, two large maps. $46.00

**Armored Stand - Platoon Leader Pack II** A campaign game for *Platoon Leader* listed above. Depicts the battle for San Manuel in the Philippines of 1945. You can command the units of the late-war Japanese 2nd Tank Division in its battle against the American 25th Infantry Division and support units. Includes new terrain features such as palm trees, a cemetery,etc. $16.00

**ASL '96 Pack** Ten scenarios that require ownership of boards 2,5, 6, 10, 16, 17, 18, 11, 20, 21, 23, 35, 37. Scenarios include Sicily 1943 with the Big Red One taking on the 15th Panzergrenadiers Division, China 1938 where Chinese Communists fight the Government, France 1940 where K Battery of the Royal Horse Artillery took a stand to delay the attacking Panzers south of Dunkirk, Malaya 1942, Hungary 1945, Korea 1950, etc. $16.00

**ASL Cemetery Hill** You must own *Platoon Leader* to use this campaign. A new campaign depicting the fighting on Crete between the Greek and New Zealand troops and German Fallschirmjager; including printed color overlays, a new reinforcement group chart, scenarios, etc. $13.50

**ASL News Pack 1** Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940, Holland 1940, German drive into Russia in 1941, Japan invades Vietnam in 1939, and a Russian village under attack in 1941. $16.00

**ASL Platoon Leader 2.0** This second edition includes complete campaign game rules, ready to slip into your ASL rulebook, and all the scenario details required to run the campaign game Primosole Bridge, which depicts the fight for the bridge called Primosole in Sicily, 1943, between German and British paratroopers. Includes campaign, new rules, color overlays, etc. $19.00

**Aussie-ASL '97 Pack** A fresh batch of eight hand-crafted scenarios designed by the Paddington Bears ASL Club of Sydney. The scenarios include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burma 1943 and 1942. $16.00

**Dzerhezinsky Tractor Works** The Battle of Stalingrad October 14-15th, 1942, depicting the fighting between the elite Soviet 37th Guards and the German 305th Infantry Division supported by the tanks of the 14th and 24th Panzer Divisions. Includes large, full color map of the factories, rules to cover special terrain, rules for Platoon Leader, 4 big! scenarios. $40.00

**Euro-Pack II: The Battle of the Bulge** Eight scenarios that follow the Bulge, including house to house fighting in Belgium, a hidden Sherman wreaks havoc, German infantry attack US gun positions, etc. $18.00

**Euro-Pack III: Late War '44-'45** Eight scenarios, including US M18s fighting Japanese Type 97s, US paratroopers in Normandy 1944, Red Devils are forced back by German tanks, a US assault with Wasps on a German held village,etc. $18.00

**Gemblouz: The Feint** A set of eight scenarios and a new Platoon Leader campaign game. The set depicts the fighting during the Battle of France 1940 including an historical booklet. Includes a full color map extension depicting a Belgian village, play aids, etc. $29.00

**Leatherneck II** 8 new scenarios focusing on the USMC in WWII, including marines assaulting Japanese defenses in 1943, marines make a desparate defense to hold a beleagured beachhead, an armored clash on Palau Islands, etc. $15.00

**OAF (On All Fronts) Pack I** Has ten scenarios, including a Soviet T-34 counter attack aginst a German Tiger I advance, the American 82nd Airborne verses SS Panzergrenadiers, Soviets try to close the last east-west corridor into Berlin in 1945, a Japanese assault in 1942 leaves them trapped, etc. Also has a small wood, river, and village. $16.00

**Rout Pak I - Aussie ASL Pack** 8 scenarios featuring the British and Commonwealth forces during WW2, including a Kiwi tank attack that runs afoul of an 88mm L56, a Scottish infantry unit tries to defend a small village against a joint armor/infantry attack, an engagement between British with PIATs verses six Panthers - guess who wins!. $13.00

**Rout Pak III** 8 new scenarios including British A13s getting their but kicked by Pz 38(t)s, French forces including S35s defeat Germans in 1940, British invade Vichy Africa in 1942, etc. $15.00

**Soldiers of the Negus** A new module depicting the Italian conquest of Ethiopia. Includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a historical booklet, and a new rules section. Was the Italian-Ethiopian war a simple conquest of tanks, machine guns and aircraft against spears? Find out! $26.00

**STALINGRAD Critical Hit '97 Special** Includes a full color map of the Grain Elevator, for the Battle of Stalingrad, September 14th, 1942, as well as scenarios to use with it. Also a solitaire campaign to use with the Dzerhezinsky Tractor Works, and a plethora of other scenarios & articles too. $34.00

# Europa Series

GRD **BALKAN FRONT** ****/###
Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. With two maps, 720 counters, scenarios covering the grand campaign and the campaigns in Greece, Yugoslavia and Crete, etc. $75.00

GRD **FIRE IN THE EAST** ****/###
Covers the war int he Soviet Union from the start of the Barbarossa invasion in June 1941 through to the end of the Soviet winter counter offensive in March 1942. Six maps stretch fro Warsaw to Stalingrad. Terrain is analysed in detail with over 20 different types. 2,500 counters each marked with its historical designation. The most accurate order of battle ever published for the Eastern Front. The rules include extensive armor and anti-tank effects, plus special capabilities for many other unit types, from assault engineers to paratroopers. German panzer spearheads can break through the front easily, but soon find themselves outrunning their suppiy lines. $120.00

GRD **FOR WHOM THE BELL TOLLS** **/###
The Spanish Civil War, fought from July 17, 1936 to April 1, 1939. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. $130.00

GRD **NARVIK** **/###
Covers both the operational invasion of Norway and the Europa level invasion. Armed forces of Sweden and Denmark are included. Two maps covering Norway and Sweden. 1,400 counters of Germans, British, French, Poles, Swedes, & grand-Europa counters. *April.* $99.00

GRD **POLAND - FIRST TO FIGHT** **/###
On Sept 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland & its neighbours at a scale of 16 miles per hex. The counters represent the German, Polish & Soviet forces that fought in the campaign. 1,056 counters, 2 maps, rules, scenarios. $90.00

GRD **SECOND FRONT** *****/###
This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategical rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. $225.00

GRD **WAR IN THE DESERT** *****/###
This game recreates the struggle for North Africa and the Near East, from O'Connor's offensive against the Italians in '40 to the Axis surrender in May '43. Contains all the forces from British cavalry to Tiger tanks, from Italian CD.42 biplanes to giant B-24 Liberators. Has the Europa forces and orders of battle for Turkey, Iran, Iraq, Transjordan and Egypt 1939-45, the forces garrisoning North Africa and the Near East for Great Britain, Italy and Vichy France; American forces available for operations in Europe, Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts. $150.00

GRD **EUROPA MAGAZINE # 49** The official Europa Magazine, issue # 49, focusing on the war at sea during WW2, covering the Soviet navy, Royal Navy Order of Battle 1939-40, Reducing Dice Rolls on Second Front, etc. $12.00

GRD **EUROPA MAGAZINE # 50** The official Europa Magazine, issue # 50, focusing on the war in the air during WW2, including the Luftwaffe in the East, the French air forces, Rapid Fire Bombing, etc. $12.00

GRD **EUROPA MAGAZINE # 52** The official Europa Magazine, issue # 52, focusing on Canada at war in WW2. $12.00

GRD **EUROPA MAGAZINE # 53** The official Europa Magazine, issue # 53, including British airborne units, siege of Belgrade. $12.00

GRD **EUROPA MAGAZINE # 54** The official Europa Magazine, issue # 54, containing a scorched earth Naval system. $12.00

GRD **EUROPA MAGAZINE # 55** The official Europa Magazine, issue # 55, focusing on the Italians in WW2, with a magnificent historical commentary. $12.00

GRD **EUROPA MAGAZINE # 56** The official Europa Magazine, issue # 56, with a Second Front campaign, German Pocket Battleships, Italian human torpedoes, etc.. $12.00

GRD **EUROPA MAGAZINE # 57** The official Europa Magazine, issue # 57, covering Bulgaria invading Yugoslavia in 1940, the Dodecanese Campaign, and many other articles. $12.00

GRD **EUROPA MAGAZINE # 58** The official Europa Magazine, issue # 58, covering the War in Russia. and many other articles. $12.00

# African Campaign

JED **AFRICAN CAMPAIGN 2nd Edition** */###
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubborn concentrations of defensive lines. $25.00

COL **MEDFRONT** **/#
You must own West Front to use. The first is the Spanish Civil War. This game simulates the tragic and chaotic civil war between Nationalist and Republican forces that engulfed Spain from 1936-1939. The second is the campaign game of the Desert War, from 1940 - 1943, with several scenarios including Crusader, Battleaxe, and the "Torch" invasion of Morocco and Algeria by American and British forces. With two full stunning color maps, 50 wooden counters with stickers giving fog-of-war, and compatible with West Front and East Front. $46.00

COL **ROMMEL IN THE DESERT** **/#
The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3:1 attack on units in front of your forces. Color mapboard is 12" x 36". 7 scenarios. $60.00

MOM **TRIUMPHANT FOX** ***/###
Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative *highly interactive* sequence of play. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios. $75.00

TGI **TUNISIA Nov 1942-May 43** ***/###
A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-coming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untried Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. With 780 counters, series and game rules, charts, 6 scenarios, etc. $75.00

# Western Front

COA **ACHTUNG - SPITFIRE** **/#
This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in whic the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc. $75.00

VIC **AMBUSH!** **/####
Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). $80.00

AH **B-17 QUEEN OF THE SKIES** */####
A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. With 88 counters, an 11"x16" mapboard, reference charts. $50.00

SG **BODYGUARD OVERLORD** **/#
May 1944. Allied preparations for Operation Overlord are in full swing. Fresh US troops arrive daily in England, and the planned Bodyguard deception effort makes their numbers appear even greater. But the Germans sends spies to England to try to learn the place and time of the D-Day invasion. In this tense game of intelligence, deception and invasion, of ploy and counter-ploy, combat occurs only as the logical result of careful planning and in some cases, best guesses. All 300 counters are backprinted so that you don't know what actual unit they are. Also 22x34" map, 36 espionage cards, etc. $60.00

AH **BREAKOUT NORMANDY** **/###
A graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for poor weather to keep away Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. A 16"x44" mounted mapboard with area movement, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. $70.00

GMT **BRITAIN STANDS ALONE** **/###
This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiority and then gone on to inflict serious losses on the Royal Navy. Given these circumstances, could the Third Reich have won WW2 in the fall of 1940? With 480 counters, 2 maps, rules, cards, etc. $60.00

AH **D-DAY 3rd Edition** */###
On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex). Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. $40.00

JED **FORTRESS EUROPA** **/###
An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. Unboxed. Very entertaining. $12.00

GMT **INVASION: NORWAY** **/##
This game simulates this fascinating campaign of Germany's invasion of Norway, using a streamlined version of the acclaimed Britain Stands Alone system. Fully integrated land, air, and naval rules accurately protray the complex interplay of warfare in three dimensions (land, sea and air) in a way that is easy to learn and play, and keeps both sides constantly involved in the game. 560 counters, one 22x34" game map, one 22x17" off-map Operational Display, player aid cards. Single ships, battalions, & squadrons. $70.00

AH **LONDON'S BURNING** **/###
August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game, but if you do well in your missions, England will survive, but if you fail your missions, the Germans may triumph. In the two player game, you and a wingmate co-operate against the Nazis, or the other player controls the Nazis. With 190 counters, two 16"x22" stunning full color mounted mapboards, rules, 8 scenarios. $70.00

COA **OVER THE REICH** ***/#
Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. $55.00

AH **PANZER LEADER** **/###
A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppes from 1944-45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cards, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. $65.00

AH **RAID ON ST. NAZAIRE** **/####
At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. 260 counters, point-to-point system 16"x33" mapboard. $65.00

3W **SINK THE BISMARK** **/#
In May 1941 the German battleship Bismark and heavy cruiser Prinz Eugen began operation Rheinbung: the destruction of Allied shipping in the Atlantic. This is an operational level game of this naval campaign, with engagements being fought tactically. The mechanics include dummy task forces, historical and hypothetical scenarios, and the vital role of aircraft. 200 counters & map. **Special** - $22.50

3W **SPITFIRE!** **/##
Captures the drama of the war in the air in Europe in 1939-41, with scenarios drawn from the war over Poland, France, Britain, Malta and Greece. Over 50 historical scenarios (5 being solitaire) are provided, each featuring one or more fighter aces. There are 40 aircraft types. $50.00

APL **THE INVASION OF ITALY** **/##
Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secure the beachhead from 9 - 19 September 1943. Included are US parachute drops, Luftwaffe guided bomb attacks on Allied warships, divisional level leaders, special breakthrough combat and repair and use of on-map airfields. Scenario operations include dropping the US 82nd Airborne Division behind the beaches in direct support of the landing or conducting off-map the planned drop on Rome in support of the Italian forces holding the city. 700 counters, 22x34" map. $44.95

3W **THE LAST BLITZKRIEG** **/###
A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenchments, fortifications, German Corps boundaries and artillery limitations, bridge demolition. and air supply. 300 counters, rules, charts, 34"x22" map, cards. $35.00

GMT **THE RISE OF THE LUFTWAFFE** **/##

Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Moranes or Pf-11cs with the Poles. Also has Fw-190s, Russian MiGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, railyards, $55.00

**EIGHTH AIR FORCE** An expansion for *Rise of the Luftwaffe*. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, etc. $65.00

3W **TO THE FAR SHORE** ***/##
It is June 6, 1944. Allied aircraft fill the skies, allied navies sweep the sea lanes, and a huge armada filled with allied soldiers crosses the channel to invade France. 17 types of terrain, turns of 2 days, weather, fatigue, morale, command control, AT fire, mine sweeping, shore batteries, reaction movement. With realistic & detailed invasion rules. 500 counters, 2 maps. $50.00

COL **WEST FRONT** **/#
This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. 6 scenarios, stunning 22"x34" mapboard, etc. $90.00

**EURO FRONT** This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslavian, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for *each* year of the war are included.. $40.00

# Eastern Front

SG **A BOLD STROKE - KIEV 1943** ***/###
The Soviets assault Kiev and surrounding terrain after smashing the Germans at Kursk, in 1943. But the Germans rush in heaps of reserves in an effort to stem the Soviet assault. Corps/division sized units are used as players have interactive turns, where you can use your reserves during the opponent's turn. Units range from massive Soviet Rifle corps to German Cavalry regiments. The initiative swings from one side to the other, as massive German reinforcements appear just as the Soviet Offensives begins to overextend itself. 280 counters. $60.00

GMT **BARBAROSSA Army Group South** ***/###
Follows the progress of Germany's Army Group South as invades the Soviet Union in 1941. Kiev, the first major German objective in the south, did not fall on schedule. In fact, Soviet resistance was so fierce that it required diverting Guderian's Panzer Group away from the advance on Moscow. Kiev fell in one of the great encirclements of the Second World War, but the German advance on Moscow was delayed for several critical weeks. With 840 full color counters, three 22x34" and one 17x22" maps, eight scenarios, detailed air rules, incredibly detailed Order of Battle including artillery, armored trains, etc. $99.00

TGI **BLACK WEDNESDAY** ***/###
It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly anointed 63rd Guards Rifle Division lead the attack supported by the 72nd and 43rd Rifle divisions, and also supported by tanks of the 1st Red Banner Tank Brigade. With individual vehicles and infantry platoons, 1040 counters, 2 x 22x34" maps, series and game rules, charts and tables booklets, 8 major scenarios, 2 - 50 hours playing time. $75.00

COA **BORODINO '41** **/#
The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisons reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severly that within five days they lost half their tanks and had to disolve one SS regiment - with only taking Mozhaisk. But this time more Soviet reinforcements has arrived. 280 counters, maps, rules, etc. Special - $30.00

COL **EAST FRONT** **/#
This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters. The counters are rotated to provide step-reduction as the unit takes losses, and the counters also provide fog of war. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also links directly with West Front. This is a great game, of the most challenging theatre of war in WW2. $90.00
**East Front Rules 2nd Ed** Just the 2nd Ed rules and charts. $10.00

**VolgaFront** This expansion allows players who own EastFront to simulate the *planned* Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the eastern edge of the EastFront mapboard ane extends play to the foothills of the Urals. This extension radically alters how the German player views the region east of Moscow and Stalingrad. With 11"x34" mapboard, scenario booklet, and the complete EastFront 2nd Ed rules book. $30.00

GMT **LOST VICTORY KHARKOV 1943** **/##
It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dniepr, with only a thin grey line to stop it.. This game features a fast paced game system which combines movement, combat, support, and bombardment in any desired order; realistic combat system; and special rules for weather, recon, reaction, HQs, etc. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. $65.00

AH **PANZERBLITZ** **/###
The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. Battle simulations take place on a realistic mapboard which reproduces about twenty square miles of typical Russian terrain. The playing pieces are platoon and company sized units. More than a dozen different scenarios are given, each of which allows you to recreate a completely new game situation in which to exercise your skill as a tank commander. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. $60.00

COA **OPERATION SPARK!** ***/###
Operation Spark was the Soviet offensive in January 1943 to relieve Leningrad of the German siege. Soviet infantry are regiments and battalions and the Germans in battalions, the armor in companies, and the artllery in brigades. Artillery is crucial. The rules have a flexible command system, interactive exchanges of fire, and everything from aerosans to Tiger tanks to the Fascist Spanish Blue Division. And a frozen lake, a frozen bog, all dominated by one lone hill. Which the German defenders are securely entrenched upon. 560 back printed counters, 34"x22" map, charts, tables, rules, dice. $60.00

JED **RUSSIAN CAMPAIGN Series II** */###
Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. $25.00

3W **SPIRES OF THE KREMLIN** ***/###
Using Order of Battle data recently released from the Russian archives, this is the first published game to offer so much of the battle for Moscow during the Winter 1941-42, covering both the German effort to take the city and the Russian counter offensive. Four months of action are covered in 2 day turns, and there are 16 scenarios and the campaign game. Units are battalions, brigades and divisions. 3 maps and over 1,000 counters. $60.00

GMT **TYPHOON Drive on Moscow 1941** ***/###
In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintergrate as expected. With 960 counters, three 22x34" maps, six scenarios. $80.00

AH **TURNING POINT: STALINGRAD** **/###
Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). $50.00

# Pacific Theatre

AH **MIDWAY 2nd Edition** */#
This is a tense-simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. 45.00

AH **VICTORY IN THE PACIFIC 2nd Edition** */#
This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamin' faeces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. $55.00

# Post World War Two

AVA **ACQUIRE Deluxe Edition** */#
This is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonues in a calculated race to acquire the greatest wealth. With 14x22" color mounted mapboard, 3 sheets of hotel counters, 7 sets of stock certificates, money, etc. $60.00

AVA **AIR BARON** */#
A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes mounted mapboard, 36 plastic planes, play money, simple rules, two counter sheets. $75.00

GMT **CRISIS SINAI 1973** **/###
In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days and their airforce was mauled badly by new Soviet SAMs, seen here for the first time. Somehow, the Israelis managed to win, through a combination of guts, genius, and superior mobility. But they could have easily lost. With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. $75.00

S&T185 **First Arab-Israeli War 1947-49** **/##
A simulation of the Israel War of Independence from 1947-49. On 30th Nov 1947, the United Nations made a resolution to partition Palestine into separate Arab and Jewish states. The Arabs response was armed clashes throughout Palestine that soon expanded into a full war. 280 counters, color map. $27.00

FFT **Golfmania** */#
The game of crazy golf! (OK, it's not a wargame.) A zany, hilarious golf-game. Use a combination of cards and dice to try to win as many golf-holes as possible. Use terrain and hazard cards to interfere with your opponents' game, make use of crazy equipment, and play the most looney cards to help your own drive and green rolls. Two decks of cards. $40.00

AH **IDF - Israeli Defense Force** **/##
Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraqi, and Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. $90.00

AH **Stock Market Guru** **/#
Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have. Determine whether it's best to buy stocks, bonds, or that mutual fund. Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments or, if you are more conservative, learn the consequences of your decisions. $60.00

S&T190 **The Gauntlet Chongchon 1950** **/###
Strategy & Tactics magazine 190, including the game The Guantlet, a simulation of the battle in North Korea in late 1950 in which the Chinese stopped the United Nations offensive and retook the North Korean capital of Pyongyang. Units are regiments, brigades & divisions. 280 counters, large color map. $34.00

TGI **YOM KIPPUR** **/###
In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Israel controlled the strategic Suez Canal and the desert wastes of the Sinai. The Arab world vowed revenge. Six years later the forces of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile.. With a 22x34" map, 280 color counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. $55.00

# World War III

AH **FLIGHT LEADER** **/###
Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity, includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Com-ponents feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). $50.00

AH **M.B.T.** **/##
Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. $70.00

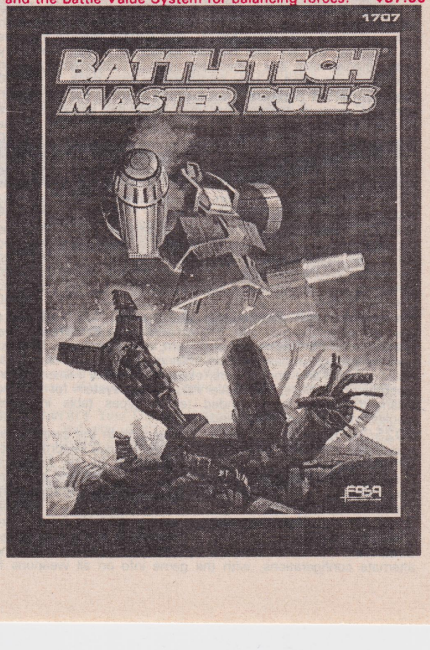
XENO **SUSHI-JALAPENO WAR.** **/#
The nations of South America form the SAU. Mexico resents Japanese fishing interests and excutes hundreds of Japanese fishermen. Japan, allied with the SAU, invades Mexico. To quote: "Por Favor, my general, but why are the Japanese invading us?" "You imbecile, can't you see they are carrying the latest Nintendo Super 1640s? They mean to pay us tribute!" One day later, the Japanese capture Mexico without firing a shot. Can a fragmented US and the Republic of Texas stop Japanese and SAU aggression? Do you have the fortitude to use the bomb? Will the UN intervene on behalf of the PCC's 20,000,000 members of the bar? With a 20"x30" full color playing map, 85 color plastic pieces hover tanks, plans, infantry, APCs; 102 counters, 18 cards, rules. $65.00

# Science Fiction

## BattleTech

FAS **BATTLETECH 4th Ed** **/###
By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighboroughing space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames.
BattleTech has now been released as a 4th Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to BattleTech book, 32pages of full color containing QuickStart Rules and universe background, two color map sheets, a 48 pages rulebook, a 32 page record sheet book, 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two each of 24 types. The advantage of this set over the 3rd Ed is simply that you do get 24 different mech types, and two counters of each, whereas the 3rd Ed only gives two each of 14 types of mechs. $47.50

**BattleTech Master Rules** Replaces the *Compendium*. Combines material from BattleTech 4th Ed, CityTech, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Contains all the rules for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, etc. Features stunning full color sections. Also has a new, complete set of table-top miniatures rules. Also mech designs, scenario building rules, and the Battle Value System for balancing forces. $37.00



**BattleForce 2** Contains two complete games. *BattleForce* is a fast-paced, easty to play game that recreates large scale mech combat on a tactical level. This system retains the feel of BattleTech by providing simple stats for each individual mech and tank, yet play is streamlined to allow players to use entire battalions. *Planetary Assault* is a game of all out war on a strategic level. The game map represents an entire planet's surface and nearby space. Covers the arrival of forces in the planetary system on JumpShips to the DropShip landings and the subsequent Mech battles raging at the landing zones. With 320 counters, 4 maps, rules, map of Innersphere in 3059. $66.00

**BattleLance Miniatures Rules** This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. $4.00

**BattleSpace.** The new system of aerospace combat in the 31st century, thrusts you straight into the heart of this vast arena, where jumpships, dropships and warships fight to carry their deadly mech cargoes into battle. Fully compatible with BattleTech. Includes rules, sourcebook with the history of naval warfare, statistics of ships currently in use in the Innersphere, two 22x34" maps, color counters, ship record sheets. $57.00

**BattlePack: Fourth Succession War** Even as Hanse Davion was marrying Melissa Steiner, thousands of BattleMechs stood poised to launch one of the largest military campaigns ever! This supplement requires only the BattleTech boxed set to play, and includes a book of background info and ten scenarios; a great new woodland map, 8 record sheets, and 20 full color stand-up counters of mechs! $25.50

**BattleTech Map Set #2** 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech maps. $28.50

**BattleTech Maps Set#3** Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residentual) hills. $28.50

**BattleTech Map Set #4** Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. $28.50

**BattleTech Map Set #5** Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep canyon, open terrain, moonscape. $28.50

**CityTech 2nd Edition** This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTEch Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. $57.00

**Comstar Sourcebook** Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new `Mechs. $25.50

**Day of Heroes** A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in theye March Rebellion, as see in Blood of Heroes novel. This module also finishes off the novel BLood of Heroes, which ended without resolving the combat situation. $20.50

**Explorer Corps** Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds; and the history of the Explorer Corps. $25.50

**Field Manual: Crusader Clans** Describes the seven most aggressive Clans: Blood Spirit, Fire Mandrill, Hell's Horses, Ice Hellion, Jade Falcon, Star Ader and Wolf. This sourcebook decribes the tactics, uniforms, and battle histories of each Clan, plus special rules that reflect the unique capabilities of each Galaxy, new weapons, equipment, and mechs. $17.50

**Field Manual: Draconis Combine** Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs. $34.00

**Field Manual: Free Worlds League** An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurien Civil War and beyond. Includes Marik's two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc. $34.00

**Field Manual: Mercenaries** No war too small, no fee too high. An indepth look at mercenaries in the 31st century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units. $34.00

**First Somerset Strikers** A sourcebook detailing the BattleTech animated series of thirteen episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. $30.50

**First Strike** A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations. $20.50

**Invading Clans** The 3rd sourcebook on the Clans, this one detailing the rest of the Clans to invade the Innersphere. Included are Smoke Jaguars, Nova Cats, Diamond Sharks, & Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and 2nd Line Mechs. $30.50

**Maximum Tech BattleTech Advanced Rulebook** Take your games to the max with this expansion for BattleTech. New optional rules for players, more realism, more weapons. Detailed rules for salvage, repair and customizing mechs, rules for drones, minesweepers and bridgelayers, expanded artillery rules, veteran mechwarrior abilities, the Battle Value rating system for building balanced forces, an expanded terrain types table including jungles, magma, tundra, & sand, etc! $25.50

**3025/3026 Record Sheets** The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $30.50

**3050 Record Sheets** Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $30.50

**3055/3058 Record Sheets** More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configerations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! $30.50

**3060 Record Sheets** Pre-generated record sheets for all the mechs, tanks, and other new units found in Tech Readout 3060. Also new mech variants. *Due Sept.* $36.00

**Northwind Highlanders** BattleTech scenario pack re-creating the entire history of this elite mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechs, etc. $20.50

**Technical Readout 3025 Revised Printing** Includes game statistics, technical backgound, and illustrations for 55 `Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised priting also includes support vehicles, aerospace craft and rare Star League era mechs from Readout 2750, which is being dropped. $25.50

**Technical Readout 3050 Revised** The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. Also includes mechs and vehicles from the 2750 Tech Readout, as well as being re-formatted. 224 pages. $30.50

**Technical Readout 3055** Illustrations (some in colour), descriptions & stats for Inner Sphere `Mechs, Clan OmniMechs & Omnifighters, 2nd-line `Mechs, and refits! $25.50

**Technical Readout 3057** Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewel of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. $25.50

**Technical Readout 3058** Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprintss have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles. $30.50

**Technical Readout 3060** Armed with new Mechs and weapons, the Innersphere takes the fight to the Clans by striking at the Clan homeworlds. But the Clans alsohave new Mechs, new vehicles, and other surprises, including their new Ocelots! $36.00

**The Battle of Coventry** A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules. $20.50

**The Clans: Warriors of Kerensky** This sourcebook is the ultimate guide to the Clans, providing for the first time a complete picture of their unique martial society, including a detailed history of the Clans and a stellar map of the Clans homeworld. *Oct.* $33.00

**The Dragon Roars** A BattleTech campaign that includes rules for *BattleForce 2*. The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Lists all the units involved in each attack wave, campaign rules, maps, etc. $20.50

**The Fall of Terra** Oh no! Those loonies from Comstar who set up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clan-Innersphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. $20.50

**The Periphery** Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds. etc. $30.50

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

CGS **Babylon 5 Component Game System** **/#

Without any doubt, *Babylon 5 Component Game System Core Set,* will be Military Simulations No. 1 selling boardgame this year. This is a game of galactic exploration, colonization, diplomatic and military conflict, and conquest - all in the Babylon 5 universe. This Limited Edition game is set in 2258 AD, just before the appearance of the Shadows and the Narn Centauri conflict. You lead one of the four main races, Earthforce, Minbari, Narn or Centauri. Babylon 5 is neutral territory. Can your ambassador living on Babylon 5 outwit the representatives of the other races in this fast paced component board game? The Council resides on Babylon 5, voting on many issues which affect the galaxy. The size of your empire's economy and battlefleet dicatate your victory. Explore the galaxy on an evolving board that is different everytime you play. The board consists of 95mm geomorphic hexagonal tiles, each with 7 smaller hexagons. The player's homeworld tiles and Babylon 5 tile are placed down face up, but all other tiles are randomly placed face down, so you do not know what they are until a ship moves onto the tile to explore it. Some tiles have rich worlds ready to be colonised, others hazards such as black holes or nebulas. Use strategy to lead your fleets into combat with your opponents, the ships manoeuvring about on the small hexes printed on each tile. Minbari ships are the most manoeuvrable, Earthforce the least, but Starfuries and Omega Destroyers are powerful! Minbari Cruisers are the most powerful ships, of course. The basic game can be played as a simple explore, colonize, and conquer game. But the advanced game uses a deck of 60 non-collectable cards to resolve diplomacy on Babylon 5, as well as grant a whole plethora of advantages and disadvantages to the whole game. Counters have photos of the ships, colonies, etc that they represent, as do the cards have photos from the series. The rules are simple but thorough, and it makes a great game. From two to four players can play. Further supplements will add the Shadows and the Vorlons, League of Non-Aligned Worlds, etc.

⇒ **Babylon 5 CGS 2258 Ltd Ed Core Set** $65.00

The primary boxed game, set in 2258, as described above.

⇒ **Babylon 5 Dice** (6 Babylon 5 dice) $12.00

⇒ **Babylon 5 CGS Reinforcement Pack** $35.00

Want to make your games bigger? More star-systems to fight over? This pack has 21 more map pieces and 96 more tokens, including all-new map sections with new planets and new hazards, raider carriers and fighters, and more bases for the Centauri, Narn, Minbari, Earthforce, Vree, Shadows, Brakiri, Vorlons, Drazi and Psi-Corps. $35.00

⇒ **2258 Earth Alliance Starter Kit** (in Core Set) $20.00

⇒ **2258 Narn Starter Kit** (in Core Set) $20.00

⇒ **2258 Minbari Starter Kit** (in Core Set) $20.00

⇒ **2258 Centauri Starter Kit** (in Core Set) $20.00

⇒ **2258 The Vorlons Starter Set Expansion** $27.00

Five new map pieces including the Vorlon homeworld, Vorlon bases, Vorlon Planet Killer Ship, Heavy Cruisers, transports and squadrons. Complete rules, & deck of cards.

⇒ **2258 The League of Worlds Starter Set** $27.00

Five new map pieces including homeworlds for the Drazi, Brakir, Vreetan. Also ships and bases for those three races. You play all three races as one "power".

⇒ **2259 The Shadows Starter Set Expansion** $27.00

Five new map pieces including Z'ha'dum, Shadow bases, Shadow Battlecruisers, scouts, fighters, Shadow cards, and complete rules booklet with new rules for using Shadows.

⇒ **2259 Psi Corps Starter Set Expansion** $27.00

Six map pieces, Psi-Corps Black Omega Squadrons, other Psi-Corps ships, bases, cards, & complete rules book. This set allows you to play Psi Corps as an empire.

GAM **BOMBERS OVER DA SULPHUR RIVER** */#

A new boxed wargame by Games Workshop, set in the Warhammer 40,000 universe. You can take the part of the Ork Fighta-Bommer pilots, screaming down to smash the vital bridges. Or you can command the heroic Imperial defense, pouring a devastating stream of flak and laser fire at your attackers and directing the counter-attack of your brave but outnumbered Thunderbolt Interceptors. The faster the Bommerz go, the harder for them to hit the bridges with their bombs - but also makes them harder to shoot down. Has 6 metal miniatures, 3 piece game board, 18 counters, 8 dice. $36.00

TAS **FEDERATION & EMPIRE (DELUXE)** ***/##

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individsual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... $99.00

**CARRIER WAR** Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign. 48 page rulebook, 324 counters, 32 p setup. $35.00

**MARINE ASSAULT** Marines may seem out of place in a sweeping game of strategic space combat, but not so. Marines are part of the combined arms team and are one way to destroy those fixed defenses that stand between you and the planet you want to attack. Covers marine assaults, special attack forces, monitors, prime teams, six scenarios, 432 ctrs. $26.00

AH **GALAXY: The Arena** */#

The sequel to *Titan: The Arena* card game. Players are given fleets of spacecraft. Each ship has unique strengths and capabilities. To provide further detail and depth of strategy, more powers are wielded by the eight alien worlds. Play is dictated by silent alliances and hidden agendas. *Due July.* $54.00

SJG **INWO SUB GENIUS** */#

This is a stand-alone game for 2 to 4 players. It is NOT a collectible card game. Every game has the same 100 cards. The rules are a slightly simplified version of *Illuminati, New World Order CCG,* All the cards in this game can, however be used with INWO CCG, and vice versa. The world is about to be destroyed, and you are the leader of a church faction, church of the Sub Genius. You complete against other factions for supremacy. $32.50

DP9 **MINI HEAVY GEAR** */#

This is just like the MINI CAR WARS that was released a few years ago. This is an introductory level game of Heavy Gear (based on the wargames rules found in the RPG. It is a simplified system but keeps all the flavor of the game, so is easy to learn and to play. This is a complete game, with glossy full color map, 8 glossy full color back to back Heavy Gear mecha counters, for two types of Heavy Gear, including several variable weapons systems. You need a few 6 sided dice to play. $1.00

AH **PRINCESS RYAN'S STAR MARINES** */###

A combination card and board game based on the adventures of a rag-tag company of Star Marines and their attempt to rescue on the far flung home world of the Dark Empire. Up to five players can assume the role of the Star Marines. A sixth player or the game system can control the evil Black Guards. The Star Marines must make their way through an ever-changing battlefield that's loaded with traps, fortifications, ambushes and seemingly never ending hordes of Black Guard ground and air forces. Some artwork is done by Larry Elmore. Features two stunning mounted mapboards, each 16"x22", short 16 page rules, 32 site cards, 36 guard cards, 24 marien cards, 50 weapon cards, 60 dispatch cards. Artwork is great! $109.00

WIZ **ROBO RALLY Revised Printing** */#

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering.* The game is set of a distant planet which is an automated factory world that manufacturers widgets. But the robots maintaining the factories are bored, and they accidently discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyer belts, fried by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly, ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyer belts, and bottomless heating shafts all make the race rather unpredictable! Includes 8 pewter robots, 6 mounted, interchangable mapboards, 84 program cards, 26 option carsd, rules & counters. $70.00

**ARMED & DANGEROUS** Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc. A manual that describes the exact specifications of the new options and board elements, & extra counters to enhance game play. $60.00

**CRASH & BURN** Two all new gameboard squares, including flamers to fry your poor little robots with, oil slicks to send the robots in all directions (hopefully into a flamer), and portals to let your robot jump to other places on the maps. $24.00

**GRAND PRIX** New mapboards. Details later. $35.00

## Silent Death The Next Millenium

Now in the Miniatures & Miniatures Rules Section: Page 54

BTRC **SLAG** */#

The space combat game you don't need to be a rocket scientist to play, or a defense budget to afford. Fast enough to play over lunch, with custom ship design and handicapping rules for

different tech levels to provide endless variation and challenge. Includes many pre-designed ships of various tech levels and sizes, peel-off stickers for ships, and two space maps on the inside covers. $10.00

GAM **SPACE HULK** **/###
Perhaps the most popular Science Fiction boardgame of all time has just been re-released in an all new, updated version. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyranid masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, countes,24 space hulk doors, banners & transfers, and 7 dice. The quality of the components is nothing but exceptional. Excellent! *Note new price.* $75.00

MB **STAR WARS MONOPOLY Classic Trilogy Ed** */#
The standard game of Monopoly except with everything having a Star Wars flavour. With stunning Star Wars artwork, it features Star Wars real-estate such as the Imperial Palace replacing Mayfair, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pewter tokens of the Star Wars characters including Vader, Leia, Luke, R2D2, etc, and instead of houses and hotels, there are X-Wings and Millennium Falcons, or Tie Fighters and Star Destroyers. $90.00

# Star Fleet Battles

TAS **Star Fleet Battles Captain's Ed Basic Set** ****/###
This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 aounters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), raceial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. $60.00

**CADET TRAINING HANDBOOK** An introduction to Star Fleet Battles. The challenge of starship command. Out-think, out-shoot and out-maneuver your opponent in warp dogfights through the galaxy. This book containing 80 counters and two light card star maps, places you in command chair of the Federation starship Constellation, where you will learn the skills of a starship commander in easy-to-grasp steps. As you continue through the handbook, the mysteries of the Romulan cloaking device, Klingon disruptors, and elements which make every race unique will be revealed to you. $16.00

**CAPTAIN'S LOG #9** 80 page book containing story, weapons, scenarios, map, tactics, & 4 new carrier SSDs. $17.00

**CAPTAIN'S LOG #10** 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATON & EMPIRE stuff, etc. $17.00

**CAPTAIN'S LOG # 12** A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. $17.00

**CAPTAINS LOG # 13** 80 pages of fiction, scenarios, new SSDs. $17.00

**CAPTAINS LOG # 15** 80 pages with a story on Kzinti commandoes assaulting a Lyran command cruiser, a section on Hydran tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. $17.00

**CAPTAINS LOG # 16** A 112 page book containing fiction - a hostage rescue in Tholian space; tactices for using X-ships; four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. $26.00

**CAPTAINS LOG # 17** With a brief history of the General War, a seminar on tactics, four new ships, new cadet ships; the Acturians in Prime Directive; painting guides for the new range of miniatures, heaps of challenging new scenarios, etc. $26.00

**CAPTAIN'S MODULE H2: Megahex II** 240 stunning full color 1" counters and five planets using 32mm hexes. $27.00

**CAPTAIN'S MODULE J: Fighters** With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, & a new space monster! $35.00

**CAPTAIN'S MODULE K: Fast Patrol Ships** Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! $35.00

**CAPTAIN'S MODULE P6: Galactic Smorgasbord** With two new races from SFB history: The Paravian with their Raptor Light Cruiser with its fiery Quantum Wave Torpedoes, trying to kill Gorns or die trying; the subject race of the Vudar Enclave rebels against the Klingons and rampage with War Destroyers that use powerful technology to defeat their foe. Also new scenarios, new ships, new weapons, etc. $17.00

**CAPTAINS MODULE X1: X-Ships** The most powerful starships in the galaxy clash in the titanic final battles of the General War. Has a 64 page rulebook with advanced systems: rapid pulse phasers, fast-arming heavy weapons, deadly new drones, Stinger X-fighters, faster acceleration. 16 new scenarios from the General War through the decisive battle between a Federation X-squadron and the just completed Andromedan Devastator. Also 96 page SSD book, 108 counters. $35.00

**Master Annex File** All of the juicy details of every ship and fighter, completely updated and re-organised for easier player access. Also a Master Ship Chart with over a thousand ships, listed by crew, marines, BPV, spare shuttles, rules references, year in service, turn mode, explosion strength, command rating, etc. $16.95

**MODULE C1: New Worlds I** Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. $26.00

**MODULE C3: New Worlds III** The LDR, Seltorians, rules, scenarios, & new counters. $29.95

**MODULE C4: Fleet Training Centre** Fleet HQs of each race in SFB have created Simulator Races to test their new captains. Nine of those races are given here: Frax, Sharkhunters, Qaris, Triaxians, Barbarians, etc. With new ship types, new weapons, etc. Includes 216 counters and two books, a 96 page SSD book and a 96 page book of rules. $42.50

**MODULE M: Star Fleet Marines** The toughest hombres in space storm through the airlocks and blast the enemy. Whether on a base, starship, or planet, the Marines will teach the enemy a lesson they won't forget. Includes rules for conducting ground combat, rules for boarding parties, including boarding diagrams for all the major warships types of the main races; rules for transporter artillery, 62 new SSDs with commando ships, ground assault ships, troop transports, & 16 new scenarios that portray every aspect of marine action, & 216 counters. $37.50

**MODULE R2** Lots of ships, some of `em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 An-dromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. $30.00

**MODULE R3** Another collection of ships, again some are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydran, & 2 Wyn. Includes SSDs, 6 scenarios, & 216 counters. $30.00

**MODULE R4** Ships, SSDs, scenarios for the Romulans, Gorns, Tholians & ISC. $30.00

**MODULE R5** Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass-kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! $27.00

**MODULE R6 The Fast Warships** Brings a new fast-paced excitement to SFB with the introduction of Fast Cruisers, Heavy War Destroyers, Mobile Carriers, Fast Supply Ships, Police Flagships, 95 new ships & their SSDs, 10 new scenarios, 216 counters, 64 pages of rules. $50.00

**MODULE S1: Scenario Book #1** 51 scenarios & a 19"x23" asteroid-belt map. $19.00

**MODULE S2: Scenario book # 2** with 50 new scenarios, for both F&E and SFB, & a full color map of an asteroid field. $19.95

**MODULE T: TOURNAMENTS** 1996 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. This 1996 version includes new rules and new SSDs. $22.50

**SFB CAMPAIGN DESIGNER'S HANDBOOK** Campaigns are the ultimate expression of Star Fleet Battles. Only in a campaign setting does everything - cost, fleets, technology, availability, movement, economics, deployments - come together into a complete picture of war in space. This book provides options allowing you to create a campaign that suits your own tastes and interests. $25.50

**STAR FLEET MISSIONS** A fast beer `n' pretzels card game version of SFB. $30.00

**STAR FLEET BATTLES MINIATURES**

| | | |
|---|---|---|
| TAS5301 | Federation CA | $11.95 |
| TAS5302 | Klingon D7 | $11.95 |
| TAS5303 | Romulan Warbird (2) | $11.95 |
| TAS5401 | Starter Set | $30.00 |

(Federation CA, Klingon D7, Warbird, 2 x Tholian PC)

**THE NEW STAR FLEET BATTLES MINIATURES**
A new range of smaller scale ships that are an average of one inch long, allowing them to fit perfectly on the large hex map. The bases also fix exactly upon the normal SFB maps.

| | | |
|---|---|---|
| TAS5101 | Federation CA (3) | $14.50 |
| TAS5102 | Klingon D7 (3) | $14.50 |
| TAS5103 | Romulan Skyhawk (3) *August* | $12.50 |
| TAS5105 | ISC DN (2) | $14.50 |
| TAS5106 | ISC DD (4) *August* | $12.50 |
| TAS5110 | Hydran CL (3) *August* | $12.50 |
| TAS5112 | Orion Raider (4) *August* | $12.50 |
| TAS5114 | Orion Salvage Cruiser (3) | $12.50 |
| TAS5116 | Romulan Warbird (3) | $12.50 |
| TAS5118 | Andromedan Conquistador (4) *August* | $12.50 |
| TAS5119 | Hydran Lancer (3) | $12.50 |
| TAS5122 | Andromedan Intruder (3) | $12.50 |
| TAS5124 | Romulan Sparrowhawk (2) *August* | $14.50 |
| TAS5125 | Tholian NCA (3) *August* | $14.50 |
| TAS5128 | Tholian PC (4) | $12.50 |

AH **Starship Troopers** */##
One of Avalon Hill's best productions, this excellent game is a faithful representation of the hit movie, *Starship Troopers*. You'll lead a squad of Starship Troopers against giant, fierce bugs on a barren and forbidding planet. The game board has randomly placed features so no two games are alike. Can you hold off the limitless hordes of flying, crawling and digging bugs while attempting to locate and nuke their lairs? The final objective - kill the brain-bug! Can your technology survive against their numbers? With full color stand-up counters with photos of the troopers and bugs, and a stunning mounted mapboard. Rules are nice and simple, and games take around one hour. $60.00

FFG **Twilight Imperium** */#
As soon as I learnt of this game I immediately hunted down the manufacturer and ordered a whole heap of 'em! This is a visually stunning and very playable *board*game of galactic colonization, conquest, and expansion, for 2 to 6 players. The gameboard is different every game, as it has 49 beautiful, 76mm-wide thick-card, geo-morphic hexes, that are arranged differently each game. These tiles include planets, twin-world systems, asteroid fields, supernovas, wormholes, & empty space. Players control one of six unique alien races and one homeworld, whereupon they spend production to build spaceships, planetary defenses and units, spacedocks, and develop technology. 76 action cards and 20 political cards add plenty of random events to the game, but often the player who best backstabs the others will win! The rules are a refreshingly short 16 pages, so concentrate on fast paced, action filled games. Ship types are fighters and carriers, cruisers, and dreadnoughts. Thoroughly recommended. $85.00

**Borderlands** Adds two new races to *Twilight Imperium*. The 8 page rulebook also adds several advanced rules options such as assassins, advanced construction, mines, & declarations of war and peace, etc. Includes 238 counters for the two new races and advanced rules, and 32 new action and political cards. $34.00

**Distant Suns** Gives neutral planets pre-existing wealth, dangers, ground forces; a two table game for eight players connected by worm-hole; official tournament rules; optional rules including advanced trade; 32 additional cards, and sheet of counters with more dreadnoughts and ground forces! $45.00

# Fantasy

FFG **BattleMist** */#
This is a fantasy version of *Twilight Imperium*. In the ever-changing domain of Mennara, trouble stirs. Control one of six powerful races, and lead your realm into vast forests, plains and mountains in search of the key to ultimate power, the Stars of Timorran. Expand your realm, grow impressive cities, building mighty armies, wield terrible magic, and send heroes on quests. Featuring the hexplay adaptable gameboard, so every game is different. For 2 to 6 players. *Due late August.* $95.00

AH **MAGIC REALM 2nd Edition** ****/###
Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirlings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure. $60.00

STE **KNIGHTMARE CHESS # 2** */#
An extremely popular excessory for the game of chess. This box contains 80 dark and beautiful cards, featuring art by Rogerio Vilela, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degress, for example, and suddenly all your pieces have to move in a different direction! You can also play card's on your opponent's moves - making things really chaotic! *Sep?* $35.00

AH **TITAN** **/#
A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasties - in each terrain-locale on the Masterboard a new critter can try to be be coerced into a legion. When opposing legions clash on the Masterboard play is transfered to one of eleven 8"x11" Battleland maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summonong angels, etc. With 621 large, attractive counters. $65.00

GAM **TALISMAN 3rd Edition** */#
The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. $90.00

ICE **THE HOBBIT** */#
A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc, & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; are there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice. $60.00

AH **TITAN: The Arena** */#
Like the bloodthirsty spectators of an ancient Roman coliseum, players wager on the outcome of each bloody battle. The game transports them to a fantastic world of Dragons, Cyclops, 6-headed Hydras and other evil creatures where quick and deadly battles for survival ensue. Each of the 2-5 players uses strategy and cunning, together with some good luck, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures, 88 creature strength cards, 11 minor creatures, 25 wagering chips, etc. Each creature has its own characteristics. $40.00

GAM **WARHAMMER QUEST** */#
This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warrirors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps intheir quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snotlings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. $119.00

**Catacombs of Terror** The Dread King waits in the darkness of his pyramid tomb, while an evil Necromancer seeks to restore him to power. Can you stop him? Includes the Dread King on throne, the Necromancer, and 5 other miniatures, plus rules, two rooms, passageway, chasm, cards, etc. $57.00

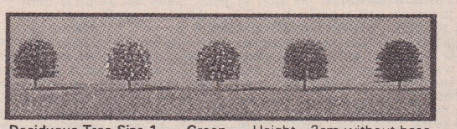
**Lair of the Orc Lord** Dare to enter the domain of the Black Fang Orcs of Mount Gunbad, rule by the Warboss Gorgut. With eight metal miniatures including Gorgut, two rooms and passageway, rules, doorways, cards, etc. $57.00

**WARHAMMER QUEST MINIATURES**

| | | |
|---|---|---|
| CIT00017 | CHAOS WARRIOR | $22.00 |
| CIT00081 | PIT FIGHTER CHARACTER PACK | $22.00 |
| CIT00098 | IMPERIAL NOBLE | $22.00 |
| CIT00104 | WARRIOR PRIEST | $22.00 |
| CIT00111 | ELF RANGER | $22.00 |
| CIT00128 | DWARF TROLLSLAYER CHARACTER | $22.00 |
| CIT00135 | WARDANCER | $22.00 |
| CIT00159 | WITCH HUNTER | $22.00 |
| CIT000203 | TREASURE CARDS DECK 1 | $15.50 |
| CIT000210 | TREASURE CARDS DECK 2 | $15.50 |
| CIT000227 | TREASURE CARDS DECK 3 | $15.50 |
| CIT000265 | EVENT CARDS | $15.50 |

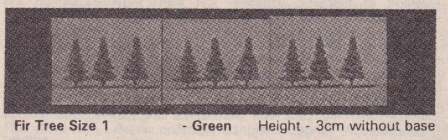
AH **WIZARDS QUEST** */#
One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. $50.00

# K&M MODEL TREES



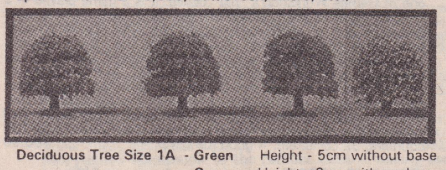
**Deciduous Tree Size 1** - **Green** Height - 3cm without base
- **Autumn** Height - 3cm without base

**$1.10 each unbased** or **$99.00 for a box of 100**
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



**Fir Tree Size 1** - **Green** Height - 3cm without base

**$1.10 each unbased** or **$99.00 for a box of 100**
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



**Deciduous Tree Size 1A** - **Green** Height - 5cm without base
- **Green** Height - 6cm with base
- **Autumn** Height - 5cm without base
- **Autumn** Height - 6cm with base

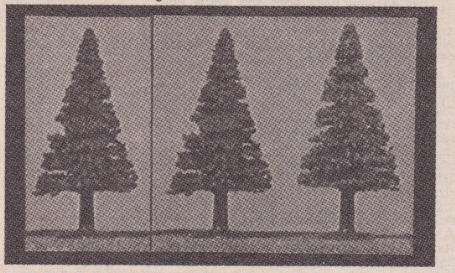
**$1.95 each unbased** or **$43.00 for a box of 25**
**$2.65 each based** or **$59.00 for a box of 25**
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)

**Fir Tree Size 1A** - **Green** Height - 5.5cm without base
- **Green** Height - 6.5cm with base

**$1.95 each unbased** or **$43.00 for a box of 25**
**$2.65 each based** or **$59.00 for a box of 25**
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)

**Deciduous Tree Size T70** - **Green** Height - 7cm without base
- **Green** Height - 9cm with base
- **Autumn** Height - 7cm without base
- **Autumn** Height - 9cm with base

**$3.25 each unbased** or **$73.00 for a box of 25**
**$3.95 each based** or **$88.50 for a box of 25**
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)

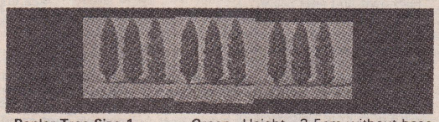


**Fir Tree Size 2A** - **Green** Height - 10cm without base
- **Green** Height - 12cm with base

**$3.75 each unbased** or **$67.50 for a box of 20**
**$4.45 each based** or **$80.00 for a box of 20**
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)

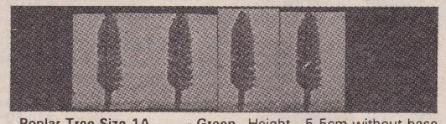
**Deciduous Tree Size 3** - **Green** Height - 13cm without base
- **Green** Height - 15cm with base
- **Autumn** Height - 13cm without base
- **Autumn** Height - 15cm with base

**$4.95 each unbased** or **$89.00 for a box of 20**
**$5.65 each based** or **$101.00 for a box of 20**
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



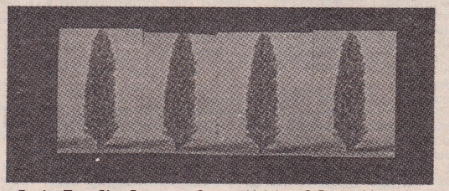
**Poplar Tree Size 1** - **Green** Height - 3.5cm without base

**$1.10 each unbased** or **$99.00 for a box of 100**
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



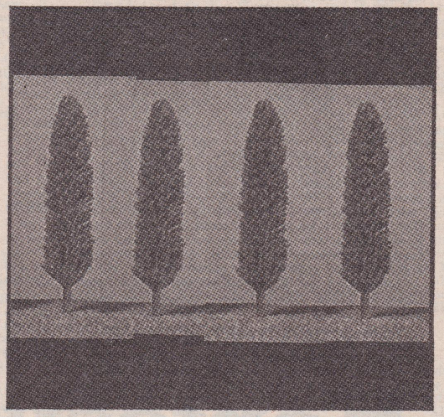
**Poplar Tree Size 1A** - **Green** Height - 5.5cm without base
- **Green** Height - 6.5cm with base

**$1.95 each unbased** or **$43.00 for a box of 25**
**$2.65 each based** or **$59.00 for a box of 25**
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



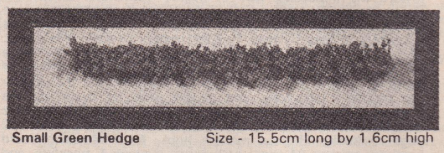
**Poplar Tree Size 2** - **Green** Height - 6.5cm without base
- **Green** Height - 7.5cm with base

**$2.50 each unbased** or **$56.00 for a box of 25**
**$3.20 each based** or **$72.00 for a box of 25**
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



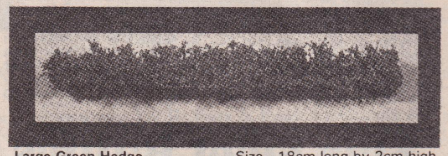
**Poplar Tree Size 3** - **Green** Height- 12.5cm without base
- **Green** Height- 14.5cm with base

**$4.95 each unbased** or **$89.00 for a box of 20**
**$5.65 each based** or **$101.00 for a box of 20**
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



**Small Green Hedge** Size - 15.5cm long by 1.6cm high

**$2.95 each** or **$53.00 for a box of 20**
(Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a small hedge for Warhammer Fantasy or 40K, WW2.)



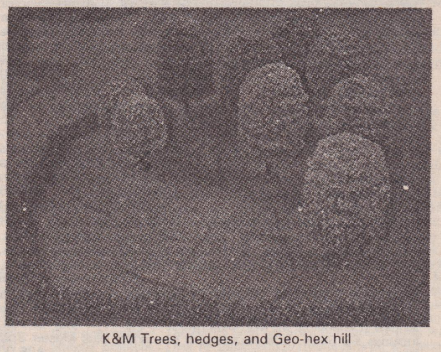
**Large Green Hedge** Size - 18cm long by 2cm high

**$4.75 each** or **$85.50 for a box of 20**
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)

## K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

| | | |
|---|---|---|
| K&MSCATTER1 | Grass Green Flock | $4.50 |
| K&MSCATTER2 | Grass Medium Green Flock | $4.50 |
| K&MSCATTER3 | Light Olive Green Flock (This color is the closest to Citadel Flock) | $4.50 |
| K&MSCATTER4 | Dark Olive Green Flock | $4.50 |
| K&MSCATTER7 | Dark Green Flock | $4.50 |
| K&MSCATTER9 | Dark Brown Flock | $4.50 |
| K&MSCATTER10 | Mushroom Brown Flock | $4.50 |
| K&MSCATTER14 | Golden Sand Flock | $4.50 |



K&M Trees, hedges, and Geo-hex hill

# SCENERY FOR MINIATURES

## COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Adventurous Spirit
### Roads, Rivers, Terrain

High quality roads and rivers etc made of rubber urathane. Paint with acrylics.

**DBM 15mm Terrain Features**

DBM Enclosed Fields (2 different fields) ..... $15.00
DBM Rough Going (3 different patches rough going) *below* ..... $20.00

DBM Swamp (170mm x 100mm, peanut shaped) ..... $9.00
DBM Lake (250mm x 150mm, peanut shaped) ..... $18.00

DBM Straight Dirt Road Set, 120cm long, 5cm wide ..... $40.00
Cast in a light brown. just needs dry brushing.
DBM Curved Dirt Road Set, 85cm long, 5cm Wide ..... $40.00
Cast in a light brown. just needs dry brushing.
DBM Junction Dirt Road Set, X-Rd,2xT-Inter,Y-Junction ..... $40.00
Cast in a light brown. just needs dry brushing.
DBM Big Dirt Road Set (Any 3 of the above sets) ..... $110.00
Cast in a light brown. just needs dry brushing.
DBM Dirt Roads Starter Set ..... $140.00
Cast in a light brown. just needs dry brushing. Includes 2 Straight Sets. one Curved Set and one Junction Set.
DBM Roman Cobblestone Roads (5cm wide by 120cm long) ..... $40.00
Cast in a light grey. just needs dry brushing. and the dirt mounds on each side of the road need to be painted brown.
Cobblestone Road Junctions (2 T-intersections, 2 crossroads) ..... $40.00
Cast in a light grey. just needs dry brushing. and the dirt mounds on each side of the road need to be painted brown.
DBM River Straight Pack (4cm wide by 120cm long) ..... $40.00
Cast in brown. Has six mostly straightish pieces. including a natural ford crossing.
DBM River Winding Pack (4cm wide by 80cm long) ..... $40.00
Cast in brown. Has eight pieces. all winding. Supplement to above pack.
DBM River/Stream System (4cm wide by 300cm long) ..... $110.00
Cast in brown. Has eighteen pieces. includings road crossing. bridge crossing (needs a bridge). ford crossing. lots of straight and winding sections.

1/300th Scale Straight Dirt Road Set, 180cm long, 3cm wide ..... $20.00
Cast in a light brown. just needs dry brushing.
1/300th Scale Curved Dirt Road Set, 180cm long, 3cm wide ..... $20.00
Cast in a light brown. just needs dry brushing.
1/300th Scale Junction Dirt Road Set, 2 x Cross-Roads,4 x T-Inters, 2 x Y-Junction ..... $20.00
Cast in a light brown. just needs dry brushing.

Any Scale Crater Set (20 assorted craters, 12mm-30mm wide) ..... $6.00
Cast in a light brown. just needs dry brushing.
Big Crater Set (10 assorted craters, 30mm-80mm wide) ..... $15.00

**DBM 15mm Temporary Defense**

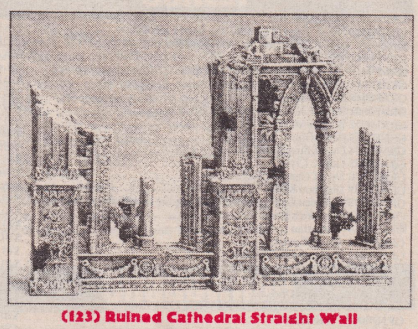
AS71 15mm Resin Palisade with gate (8cm long) ..... $5.95
AS72 15mm Resin Palisade (8cm long) ..... $5.95
AS73 2 x 15mm Resin Palisades (4cm long) ..... $7.95

## Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin ktis of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent rage of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomek, and Legions of Death/Planetstorm. Check these out - they are fantastic!

### Ruined Building Corners

**ARM110 Ruined Building Corner with Single Door** $13.50
Stands 62mm high. with one single door. 4 windows. 75mm x 80mm
**ARM111 Ruined Building Long Corner with Double Door** $13.50
Stands 62mm high. with single door & double door. 3 windows. 40mm x 115mm
**ARM112 Low Ruined Building Corners (2)** $17.95
Two L shaped 40-50mm tall ruined building corners. one longer than the other.
**ARM113 Low Ruined Building Corners with shell holes(2)** $17.95
Similar to above. but pitted and scored with shell holes.
**ARM115 Two Stories Ruined Building Corner, Roller Door** $15.95
Stands 88mm high. with single door. roller door. 6 windows. 85mm x 55mm
**ARM116 Two Stories Ruined Building Long Corner** $15.95
Stands 88mm high. with single door. 8 windows. 47mm x 102mm
**ARM117 Two Story Corner with Floor** $21.50
Two story high corner of a building with windows at ground and first floor level. with a floor for the first floor. 9cm high. 11cm wide.
**ARM118 Three Story Corner with Two Floors** $35.95
Three story high corner of a building with windows at ground. first floor level. and second floor level. with a floor for first and second levels. 12.5cm high.
**ARM119 Four Story Corner with Three Floors** $35.95
Four story high corner of a building with windows at all floor levels. with a floor for first. second and third levels. 17.5cm high.
**ARM121 T Section of Ruined Building with Door** $14.50
A T section of ruined building with a door. about 6cm high.
**ARM122 Taller T Section of Ruined Building** $14.50
A much taller T section of ruined building without a door. About 9cm tall.
**ARM123 Ruined Cathedral Straight Wall** $26.95
A stunning ruined cathedral wall. about 9cm high.
**ARM124 Ruined Cathedral Corner** $26.95
A stunning ruined cathedral corner section. about 9cm high.



(123) Ruined Cathedral Straight Wall

### High-Tech Walls

**ARM130 High Tech Walls Set 1 (2)** $15.95
Two walls about 6cm tall. one 15cm wide and one 10cm wide.
**ARM132 High Tech Walls Set 2 (2)** $15.95
Two walls about 6cm tall. 12.5cm wide. Great for Necromunda.
**ARM133 High Tech Walls Set 3 (2)** $15.95
Two walls about 6cm tall. 15cm & 10cm wide. covered with pipes. bolts. levers.
**ARM134 High Tech Walls Set 4 (2)** $15.95
Two walls about 6cm tall. each 12.5cm wide. covered with pipes. bolts. levers.
**ARM135 4" long 1" tall High Tech Walls (3)** $10.95
Three 4" long 1" tall. high tech walls.
**ARM136 6" long 1" tall High Tech Walls (3)** $13.50
Three 6" long. 1" tall high tech walls.

### Stone Walls

**ARM140 10cm x 2cm Small-Rock Walls (3)** $10.95
Walls 2cm tall. 10cm long. made of small rocks.
**ARM142 10cm x 2.5cm Quarry-Stone Walls (3)** $10.95
Walls 2.5cm tall. 10cm long. made of quarry stones.
**ARM146 10cm Straight Sandbag Walls (3)** $10.95
Walls 2.5cm tall. 10cm long. straight. made of sandbags.
**ARM148 10cm Curved Sandbag Walls (3)** $10.95
Walls 2.5cm tall. 10cm long. curved. made of sandbags.
**ARM160 15cm x 2cm Small-Rock Walls (3)** $12.50
Walls 2cm tall. 15cm long. made of small rocks.
**ARM162 15cm x 2.5cm Quarry-Stone Walls (3)** $12.50
Walls 2.5cm tall. 15cm long. made of quarry stones.
**ARM190 23cm x 2cm Small-Rock Walls (2)** $12.50
Walls 2cm tall. 23cm long. made of small rocks.
**ARM192 23cm x 2.5cm Quarry-Stone Walls (2)** $12.50
Walls 2.5cm tall. 23cm long. made of quarry stones.

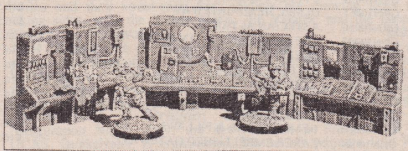
### Science Fiction Terrain

**ARM210 Piles of Rubble** $10.95
A 25mm high pile of bricks. and 25mm high pile of scrap.
**ARM218 Large Pile of Junk** $15.50
7.5cm tall pile of vehicle parts and other junk.
**ARM220 Tri-Tank Fuel Cells** $9.50
Three round chemical storage tanks connected together. about 30mm high.
**ARM222 Cryo Generator & Small Power Unit** $10.95
37mm high Cryo Generator and 25mm high Small Power Unit.
**ARM224 Cyro Tank, Fuel Processor, Oil Storage Tank** $10.95
37mm high Cyro Tank. 30mm tall Fuel Processor. 25mm tall Oil Storage Tank.
**ARM230 Large Tri-Tank Fuel Cells** $15.95
Three large round chemical storage tanks connected together. about 50mm high.
**ARM232 Large Cryo Generator** $13.50
One large Cryo Generator. about 60mm high.
**ARM234 Large Fuel Processor (1)** $10.95
One large Fuel Processor. about 40mm high.
**ARM236 Large Cryo Tanks (2)** $13.50
Two large spherical Cryo Tanks. about 60mm high.
**ARM240 Power Grid (2)** $11.95
Two pieces of a Power Grid. one abot 20mm high. the other 45mm high.

### Containers

**ARM310 Small Wooden Crates (9 crates)** $10.95
**ARM312 Medium Wooden Crates (6 crates)** $10.95
**ARM314 Medium Vertical Wooden Crates (4 crates)** $10.95
**ARM316 Medium Vertical Metal Crates (4 crates)** $10.95
**ARM320 Large Wooden Crates (4 crates)** $13.50
**ARM322 Large Metal Crates (4 crates)** $13.50
**ARM324 Large Vertical Wooden Crates (3 crates)** $13.50
**ARM326 Large Vertical Metal Crates (3 crates)** $13.50
**ARM340 Small Stack of Crates Set 1 (2 stacks)** $11.95
**ARM342 Small Stack of Crates Set 2 (2 stacks)** $11.95
**ARM343 Big Crate Stack 1, multi-level (1 stack)** $17.95
**ARM344 Big Crate Stack 2, multi-level (1 stack)** $17.95
**ARM345 Big Crate Stack 3, multi-level (1 stack)** $17.95
**ARM346 Big Crate Stack 4, , multi-level (1 stack)** $17.95
**ARM380 Barrels & Drums (7)** $13.50
**ARM382 Wooden Barrels (7)** $13.50

**ARM510 Mechanic's Tool Boxes (8)** $11.95
Eight tool boxes. jerry cans. storage boxes. etc.
**ARM550 Control Room Panels (3 pieces)** $17.95
Three computer consoles. about 5cm high.



ARM550 Control Room Panels (3 pieces)

### Rocks & Giant Crystals

**ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2)** $11.95
Two outcroppings of huge crystals. about 4cm tall.
**ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2)** $11.95
Two more outcroppings of huge crystals. about 4cm tall.
**ARM430 Outcroppings of Giant Fluorite Crystals (2)** $11.95
Two outcroppings of giant fluorite crystals. about 2cm high. and different widths.
**ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2)** $11.95
Two outcroppings of giant pyrite crystals. about 2cm high. and different widths.
**ARM438 Outcroppings of Giant Pyrite Crystals Set 1 (2)** $11.95
Two outcroppings of giant pyrite crystals. about 2-3cm high. and different widths.
**ARM442 Large & Small Sandstone** $11.95
The large sandstone is about 9cm tall by 5cm wide. the other is about 2.5cm high.
**ARM444 Slate Wall & Mesas** $11.95
A large slate wall about 4cm high. and two groups of rocks. 2-3cm high. Great!

### Rivers

**ARM490 River Set (8 pieces)** $77.95
A river 120cm long. 9cm wide. with rocky. grassy. sandy banks.
**ARM491 River Straight Pieces (2 pieces)** $23.50
15cm and a 20cm long pieces of river. same as above.
**ARM492 River Curved Pieces (2 pieces)** $21.50
12.5cm and a 17.5cm long pieces of river. same as above.

### Alien Plants

**ARM611 Alien Small Pod Plant Cluster** $10.95
A large patch of ground with 4cm tall rock and several large alien plants.
**ARM614 Alien Medium Sized Pod Plant** $17.50
One huge alien leafy pod plant. around 6cm high.
**ARM624 Alien Medium Sized Mantrap Plants** $28.95
Two huge mantrap plants. one open. one closed. about 6cm tall.
**ARM670 Alien Spike Cactus** $15.95
Large spiky alien cactus plant. around 7cm tall.

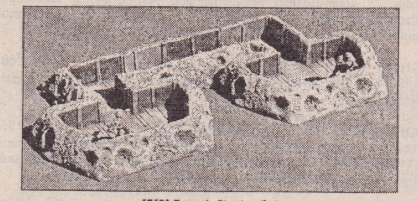
(624) Medium Mantrap

### Tree Stumps

**ARM690 Small/Medium Tree Stumps (5)** $12.50
5 small and medium sized tree stumps. one hollow.
**ARM691 Giant Hollow Tree Stump (1)** $12.50
A huge hollow tree stump - you can fit several 30mm figures inside.

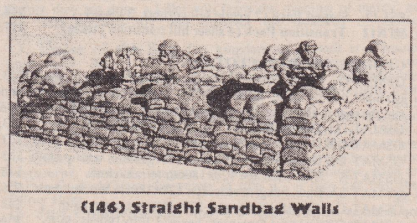
### Fortifications

**ARM710 Trench Starter Set** $69.95
Has two weapons pits. two corners and a straight.



(710) Trench Starter Set

**ARM711 Tench Weapons Pit** $24.50
The trenches are 20mm deep inside. and 25mm wide inside.
**ARM712 Straight & Corner Trenches (3)** $35.95
Two corner trenches pieces and one straight trench piece.
**ARM713 T-Intersection Trenches (2)** $21.50
Two T-Intersection Trench pieces.
**ARM720 Sandbag Bunker** $74.95
A huge two story sandbag bunker.
**ARM721 Sandbag Emplacement** $26.95
Large Sandbag emplacement.



(146) Straight Sandbag Walls

(148) Curved Sandbag Walls

### Bridges & Obelisks

**ARM810 Stone Bridge with Gargoyle Pillars** $84.95
A huge stone bridge with gargoyles on the four pillars.

**ARM860 Tall Skull Obelisk** **$21.50**

# Dwarven Forge

## Mastermaze

**ROOM & PASSAGE SET** Beautiful 3D dungeon sets, for 25mm scale figures. Each piece is intricately sculpted, cast in durable resin, and hand painted, with felt stuck beneath each piece. The pieces can be arranged and rearranged into rooms and passages of countless shapes and sizes. Also comes with foam storage and a booklet of setup ideas. This *Room and Passage Set* includes 9 passage pieces, 25 room pieces, 3 swinging doors, 55 bow tie connectors. **$149.95**

**ROOM SET** To be used with the above, includes 29 Room pieces, 2 swinging doors, and 50 bow tie connectors. **$99.95**

**OCTAGONAL ROOM SET** To be used with the above, includes 29 Room pieces that make up an octagonal room, 2 swinging doors, and 50 bow tie connectors. **$99.95**

**25 DIAGONAL WALLS SET** To be used with the above, includes 25 diagonal wall pieces with 50 bow tie connectors. **$99.95**

# Geo-Hex

The world is not flat, but your games tabletop is, and that's why you need the revoluationary, patented, landscape system from Geo-Hex. Unlike boring rectangles and one-off hills that limit you, Geo-Hex is comprised of seven shapes engineered to let you simulate any portion of the earth's surface. All pieces are finished and ready to use, you simply arrange them into pleasing landscapes. We do carry stocks of most of the range, but please allow two to three weeks delivery from your order date if any item is not in stock. But rest assured, we import this product by air direct from the USA.

**GH105 WORLDPAC GameScape Green Set** **$195.00**
Includes 41 green-flocked hexagonal and part-hexagonal landscape shapes that make hills with smooth contoured sides, the full hexagonal tiles being 30cm from edge to edge, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forest, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together. I bought one of these myself, and it is absolutely stunning. A great investment.

**GH205 WORLDPAC GameScape Desert Set** **$185.00**

**GH110 Hill Set GameScape Green** **$99.95**
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with smooth-sloped contours, identical to those found in the *Worldpac* sets.

**GH120 Rough Hill Set GameScape Green** **$99.95**
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with sheer cliff faces, letting you add steep hills and impassable terrain to your *Worldpac* sets. I bought one of these too.

**GH140 Rough Terrain Set GameScape Green** **$167.00**
Adds 46 pieces being hill sheer edge pieces and hill transitional pieces.

**GH1301 The Expander Set GameScape Green** **$174.95**
Adds roads to the set. With 35 pieces that cover over 23 square feet, 23 pieces being reversible hexes with plain green on the back and roads on the face. The contour shapes have roads up the face.

**GH1601 Master Terrain Set GameScape Green** **$539.95**
Over 64 square feet of tabletop lanscape. This system can bury a ping pong table with pieces to spare. 135 pieces, including 44 reversible hexes and half hexes, contour shapes, and cornorlocks.

**GH305 WORLDPAC BattleScape Green Set** **$229.95**
Identical to GH105, except that the landscape tiles and Battlescape flocked mat have a 1½" hexagonal grid printed on them, for playing games such as BattleTech.

**GH405 WORLDPAC BattleScape Desert Set** **$229.95**

**PSL12 Sloped Pack** (2 gentle hill corners, 2 longs) **$14.00**
**PTN12 Transition Pack** (4 sheer hill transition pieces) **$17.00**

**GEOHEX TERRAIN CLOTHS**
GSMAT-G Green flocked 120x180cm terrain cloth. $53.00
I bought one of these, ironed out the creases as per the instructions, and the mat is absolutately stunning - and the flock does not come off.
GSMAT-D Desert flocked 120x180cm terrain cloth. $53.00
GSMAT-GX Green, hexgrid flocked 120x180cm terrain cloth. $63.00
GSMAT-DX Desert, hexgrid flocked 120x180cm terrain cloth. $63.00
GSMAT-S Blue seascape 120x180cm terrain cloth. $48.00
GSMAT-SX Blue, hexgrid seascape 120x180cm terrain cloth. $56.00
GSMAT-O Colorful Starscape 120x180cm terrain cloth $48.00
GSMAT-OX Colorful Starscape, hexgrid 120x180cm cloth. $56.00
GSMAT-IC Silent Death Next Millennium Starmap (hexes) $50.00

# Grendel

## 25mm Fantasy Resin Boxed Scenery

| | |
|---|---|
| GRNF0001 Dungeon Builder | $33.00 |
| GRNF0004 Widow's Lair Huge bigger spider and lair | $33.00 |
| GRNF0009 Subterrancan Cavern | $36.00 |
| GRNF0010 Fantasy Forest | $33.00 |
| GRNF0014 Pharaohs Tomb. 15cmx14cm tomb gateway. 2 stone gods | $40.00 |
| GRNF0015 Orc Outpost | $36.00 |
| GRNF0016 Norse Giant (16cm tall) | $36.00 |
| GRNF0017 Black Dragon | $36.00 |
| GRNF0018 Dungeon Doors | $30.00 |
| GRNF0019 Fire Demon (Huge balrog 110mm high, 120mm wingspan) | $36.00 |
| GRNF0020 Pharoahs Crypt | $36.00 |
| GRNF0025 Goblin Torturer's Chamber | $33.00 |
| GRNF0026 Graveyard | $33.00 |
| GRNF0027 Goblin Stronghold | $40.00 |
| GRNF0028 Magicians Study | $33.00 |
| GRNF0030 Black Orcs (12 25mm figures, 4 types) | $25.00 |
| GRNF0031 Bear Clan Barbarian Axemen (12 25mm figures, 4 types) | $25.00 |
| GRNF0032 Dwarf Goliath Warmachine (Huge bombard & twin cannons) | $33.00 |
| GRNF0033 Black Orc Warbeasts (2) | $40.00 |
| GRNF0034 Skull Bridge | $33.00 |
| GRNF0035 Goblin Encampment | $40.00 |
| GRNF0037 Ruined Cathedral Magnificent! | $40.00 |
| GRNF0038 Temple of Horus (Egyptian) | $50.00 |
| GRNF0039 Obelisks & Entrance (Egyptian) | $43.00 |
| GRNF0040 Dwarf Stronghold | $63.00 |
| GRNF0041 Smugglers' Inn | $36.00 |
| GRNF0042 Pits & Traps (Man trap,trap door, 1 ton weight sprung pit, sliding door panel, Indiana stone disc pit) | $36.00 |
| GRNF0043 The Dungeon | $36.00 |
| GRNF0046 The Temple of Set (Egyptian) | $36.00 |
| GRNF0047 Barbarian Huts (2 large huts) | $40.00 |
| GRNF0048 Fantasy Bazaar | $36.00 |
| GRNF0051 Ruined Acropolis (Ancient Greek) | $50.00 |
| GRNF0052 Boat of the River Styx | $36.00 |
| GRNF0053 Great Green Dragon | $40.00 |
| GRNF0054 Dwarf Stronghold Tower | $43.00 |
| GRNF0055 Gothic Crypt | $36.00 |
| GRNF0056 Dwarf Gun Emplacement | $36.00 |
| GRNF0057 Dungeon Mines | $36.00 |
| GRNF0058 Dwarven Gun Tower (2 level gun tower with dwarf mortar) | $50.00 |
| GRNF0059 Wyvern's Eerie | $40.00 |
| GRNF0060 Barbarian Longhouse | $43.00 |
| GRNF0061 Siege Tower | $50.00 |
| GRNF0062 Catapults and Ballista | $43.00 |
| GRNF0063 Goblin Wartowers | $40.00 |
| GRNF0064 Barbarian Warlords Hut | $40.00 |
| GRNF0065 Zombie Dragon | $50.00 |
| GRNF0066 Bronze Dragon | $43.00 |
| GRNF0067 Trebuchet | $50.00 |
| GRNF0068 Ruined Keep (Magnificent) | $50.00 |
| GRNF0069 Battering Ram | $50.00 |
| GRNF0070 Swamp Creature | $33.00 |
| GRNF0071 Dwarf Gateway | $50.00 |
| GRNF0072 Dwarf Keep | $50.00 |
| GRNF0073 Golen Wyvern | $50.00 |
| GRNF0074 Earth Elemental | $40.00 |
| GRNF0075 Red Dragon | $65.00 |
| GRNF0076 Dwarf Draw Bridge | $65.00 |
| GRNF0077 Dwarf Outpost | $50.00 |
| GRNF0078 Nubian Pyramid | $60.00 |
| GRNF0079 Ruined Aztec Temple | $60.00 |

## 25mm Sci-FI Resin Figures & Scenery

| | |
|---|---|
| GRNF0007 Scarab APC | $40.00 |
| GRNF0008 Sci-Fi Doors & Floors: 6 doors, 8 x A5 | $30.00 |
| GRNF0012 Cybertech Vehicles (2) | $30.00 |
| GRNF0021 Raptor - giant biped walker | $40.00 |
| GRNF0022 Nemesis - giant biped walker | $40.00 |
| GRNF0024 Marines in Predator Suits | $25.00 |
| GRNF0029 Cyberbar | $33.00 |
| GRNF0036 Corvus V.T.O.L. Mk IV Assault Carrier | $40.00 |
| GRNF0049 Cryogenics and Med-lab | $36.00 |
| GRNF0050 Sci-Fi Cargo Bay | $36.00 |

## Blister Series

An excellent range of resin scenery, accessories, etc. Prices are extremely cheap as these models are in blisters instead of boxed sets.

| | | |
|---|---|---|
| GRN10001 | STONE BRIDGE | $16.50 |
| GRN10002 | BARRELS | $19.95 |
| GRN10003 | PORTCULLIS | $19.95 |
| GRN10004 | UNEARTHED CRYPT | $19.95 |
| GRN10005 | BANQUET TABLE | $19.95 |
| GRN10006 | SNUG PUB | $22.50 |
| GRN10007 | CRATES | $19.95 |
| GRN10008 | CYCLOPES GATEWAY | $19.95 |
| GRN10009 | TAVERN BEDS | $19.95 |
| GRN10010 | SKULL FOUNTAINS | $19.95 |
| GRN10011 | DEVIL HEADED THRONE | $19.95 |
| GRN10012 | DAIS | $16.50 |
| GRN10013 | SKULL GATE & ALTAR | $16.50 |
| GRN10014 | RAM SKULL GATE | $19.95 |
| GRN10015 | DEMONIC ALTAR | $19.95 |
| GRN10016 | DRAGON PORTAL | $19.95 |
| GRN10017 | GRILLS | $16.50 |
| GRN10018 | STANDING STONES | $22.50 |
| GRN10019 | FUNGI | $16.50 |
| GRN10020 | BOAT & QUAY | $19.95 |
| GRN10021 | CANOE AND RAFT | $16.50 |
| GRN10022 | SNAKE PIT | $19.95 |
| GRN10023 | APOTHECARY | $19.95 |
| GRN10024 | GALLOWS & STOCKS | $19.95 |
| GRN10025 | ROCKET STATIONS | $19.95 |
| GRN10026 | ROCK DRAGON | $16.50 |
| GRN10027 | MAGICIANS ACCESSORIES | $19.95 |
| GRN10028 | MANTLET & SPOTTER POSITION | $19.95 |
| GRN10029 | CARTS & WAGONS | $19.95 |
| GRN10030 | SPIRAL STAIRCASE | $19.95 |
| GRN10031 | DUNGEON CRAWLERS | $19.95 |
| GRN10032 | THE GUARDIAN | $19.95 |
| GRN10033 | RUINED GOTHIC ARCHWAY | $16.50 |
| GRN10034 | RUINED GREEK TEMPLE | $22.50 |
| GRN10035 | TAVERN KITCHEN | $19.95 |
| GRN10036 | AZTECIAN ENTRANCE | $19.95 |
| GRN10037 | STABLE AND LOFT | $19.95 |
| GRN10038 | TREASURE PILES | $19.95 |
| GRN10039 | CONSOLS SCI-FI | $19.95 |
| GRN10040 | SCI-FI ACCESSORIES | $19.95 |
| GRN10041 | APC | $22.50 |
| GRN10042 | WARRIOR'S BURIAL MOUND | $19.95 |
| GRN10043 | DUNGEON WINDOWS | $19.95 |
| GRN10044 | NECROMANCERS STUDY | $19.95 |
| GRN10045 | ADVENTURERS CAMPSITE | $19.95 |
| GRN10046 | DRAGON SLAYER'S TOMB | $19.95 |
| GRN10047 | ARMORER'S | $19.95 |
| GRN10048 | BARBARIAN THRONE | $19.95 |
| GRN10049 | DUNGEON BEASTIES | $19.95 |
| GRN10050 | ALIEN HIVE | $22.50 |
| GRN10051 | EGYPTIAN SARCOPHAGUS | $19.95 |
| GRN10052 | RUINED EGYPTIAN GATEWAY | $19.95 |
| GRN10053 | TOMB DOORS | $19.95 |
| GRN10054 | CYCLOPS SKULL PORTAL | $19.95 |
| GRN10055 | OLMEC HEAD GATEWAY | $16.50 |
| GRN10056 | AZTECIAN ALTAR | $16.50 |
| GRN10057 | UNEARTHED EGYPTIAN GATE | $16.50 |
| GRN10058 | EGYPTIAN GATE | $16.50 |
| GRN10059 | FALCON GATE | $16.50 |
| GRN10060 | AZTECH GATE | $16.50 |
| GRN10061 | AZTECH ALTAR | $16.50 |
| GRN10062 | OLMEC RUINS | $16.50 |
| GRN10063 | DEMON ALTAR & PILLARS | $16.50 |
| GRN10064 | LARGE EMBELLISHED GATEWAY | $16.50 |
| GRN10065 | TREASURE PILES | $16.50 |
| GRN10066 | GREEN GRIFFON BARMAN | $16.50 |
| GRN10067 | GREEN GRIFFON TABLES & CHAIRS | $16.50 |
| GRN10068 | SECURITY GRAV CAR | $19.95 |
| GRN10069 | STREET GANG BUGGY | $19.95 |

# Sci-Fi Supply

Sci-Fi Supply make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths. (Each pack has 25 feet ! of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

**SCI0101 Dirty High-Tech Spaceship Walls** **$21.50**
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the high-tech interior of spaceships, or futuristic buildings. Corridors & rooms, including door ways, etc.

**SCI0102 Space Ship Walls & Rooms** **$21.50**
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of spaceships, both usable as corridors and rooms, including doorways, etc.

**SCI0103 Alien Giegeresque Walls & Rooms** **$21.50**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALIENS, which was designed by Gieger. For corridors and rooms, including doorways, etc

**SCI0104 Alien Lovecraftian Walls & Rooms** **$21.50**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.

**SCI0201 Castle & Keep Corridors & Rooms** **$21.50**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of castle and keep corridors and rooms including doorways, etc.

**SCI0202 Dungeon & Catacombs Corridors & Rooms** **$21.50**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of dungeon & catacombs corridors and rooms including doorways, etc.

**SCI1101 BattleField Craters** **$8.00**
Several sheets of 3-D battlefield craters of all sizes. Perfect for Warhammer 40,000 or BattleTech or Space Marine etc.

**SCI1102 Ruined Building with Rubble** **$10.00**
A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or sci-fi.

**SCI1103 Pyrotechtonics Building** **$21.50**

**SCI2101 Tudor Inn** **$10.00**
A large two story medieval style Tudor Inn. For 25mm only.

**SCI2102 Stone & Thatch Tavern** **$10.00**
A long one story medieval style Tavern. For 25mm only.

**SCI2103 Blacksmith's & Stables** **$10.00**
A long one stone wooden blacksmith's workshop with stables at one end. For 25mm only.

**SCI2104 Plain Ol' House** **$10.00**
A typical wooden medieval one story house. For 25mm only.

**SCI2107 Mausoleum & Graveyard** **$10.00**
For 25mm only.

**SCI2201 Sci-Fi Tower** **$10.00**
A sci-fi tower suitable mostly for Warhammer 40,000, etc.

**SCI2202 Sci-Fi Bunker** **$10.00**
A sci-fi tower suitable mostly for Warhammer 40,000, etc.

**SCI2203 Downtown High-Rise** **$34.95**
A sci-fi downtown high-rise building suitable mostly for Warhammer 40,000, etc.

**SCI2204 Space Ship or VTOL Landing Platform** **$18.00**
A sci-fi landing pad suitable mostly for Warhammer 40,000, etc.

**SCI2205 Pressure Dome** **$10.00**
A sci-fi building suitable mostly for Warhammer 40,000, etc.

**SCI2301 Main Fortress (Part of Fortress Generica)** **$18.00**
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress.

**SCI2302 Fortified Wall (Part of Fortress Generica)** **$10.00**
A fortress wall suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

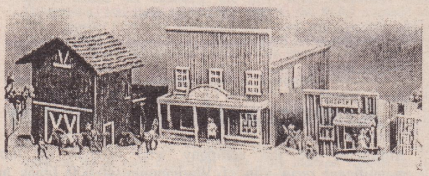
**SCI2303 Fortified Tower (Part of Fortress Generica)** **$10.00**
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

**SCI2401 Lazy Buffalo Saloon** **$19.00**
A big two storey saloon from the Americal Wild West.

**SCI2402 Sheriff's Jailhouse** **$11.00**
Your typical Wild West Sheriff's office.

**SCI2403 Settler's Cabin** **$11.00**
A Wild West log cabin plus log outhouse.

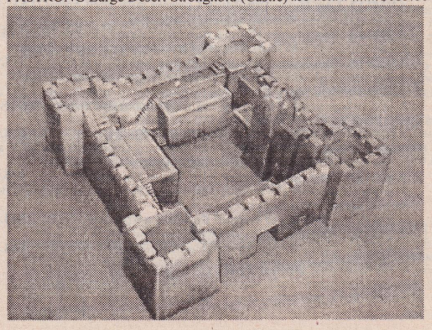
**SCI2404 Livery Stable** **$19.00**
A large two storey stable for horses in the Wild West.



SCI2404, SCI2401 and SCI2404.

# FX-Distributors

FXKEEP Large Resin Keep (25mm scale) $110.00
Suitable for fantasy, historical, or science fiction.
FXMEDI Medieval Town (3 large buildings) *below* $140.00
FXTOWER Large Resin Fantasy Tower $80.00
FXFARM Large Resin Farm (25mm scale) $130.00
Suitable for fantasy, historical, or science fiction. Two of the buildings have removable rooves, with detail inside.
FXBRIDGE Large Resin Bridge (60cm) $42.00
FXSTRONG Large Desert Stronghold (Castle) *see below* $185.00



# MINIATURES & MINIATURES RULES

## COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Ancients & Renaissance

### WRG Ancients 7th Ed

**WRG ANCIENTS RULES 7th Edition** Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. $16.00

**WRG ARMY LISTS Vol 1 : Ancient Near East 3000 - 500 BC** This first army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hyksos, Egyptian, Hebew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Phillip II Reformed Macedonian. Each army entry includes notes regarding tactics, history, troop types, & some maps. $16.00

**WRG ARMY LISTS Vol # 2: Armies of Far East, Asia, America** 90 pages of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Khitan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, etc. Includes foot notes, descriptions, maps. $16.00

**WRG ARMY LISTS Vol #3: Armies Alexander & Punic Wars** Deals with a small geographical area, although the most popular one - Alexander and his Successors, the Punic Wars, the Western Nomads, the Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1st & 2nd Triumvirate. The lists are very detailed. eg, there are four Carthaginian lists & 6 Roman lists of the same period. $16.00

### D.B.M.

WRG **D.B.M. 2000 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat** The best set of ancients and medieval miniatures rules just got better! These rules are designed for 2mm, 6mm, 10mm, 15mm or 25mm figures, and recreate combat with no record keeping and a minimum of dice rolls. All units are rated according to how they *fought*, not according to what they were armed and armored with. Shock cavalry are knights, skirmishing horse are cavalry or light horse, infantry are bow, blades, spears, pikes, warband, auxilia, or skirmishers. All units are on identical width bases, and square off to fight each other. Each unit has a basic combat factor versus foot or mounted, and these factors are effected by terrain, supporting ranks if applicable, and whether your flanks and rear are secure. A brilliant command system makes you wrack your brain as you try to out-manoeuvre your opponent. The new changes in *DBM 2000* include reclassified Bw(X) that now count as Bw(S) in close combat against mounted; all cavalry with bows dismount now as Bw(O), except for Early Samurai, who are still Bw(S); attackers deployment area is enlarged; ally-generals don't commit on a roll of a '1' only; Regular Inferior troops now move *without* penalty! Spears are no longer impetuous; all knights follow-up in combat; heavy foot can make 90° turns to contact an enemy flank; kinks in your line don't count as an overlap; when an element dies, only those within a base *depth* behind it die, plus all ranks giving support; mixed infantry-cavalry formations, excluding generals, are penalised when moving, etc. $16.00

❍ **DBM ARMY LISTS Book # 1 3000 BC - 500 BC** A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, , Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. $16.00

❍ **DBM ARMY LISTS # 2 500 BC - 476 AD** A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camillan, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Carthaginian, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Saxon, and my favorite - the Parthians. This book is the most popular in the series. $16.00

❍ **DBM ARMY LISTS # 3 476 AD - 1071 AD** A 76 page book with army lists for the Early Medieval Period. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Pre-Feudal Scots, Rus, Khitan Liao, Korean, Toltec, Early Polish, Early Hungarian, Georgian, Seljuq Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. $16.00

❍ **DBM ARMY LISTS # 4: 1071 AD - 1500 AD** The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English - with masses of archers and average quality knights, Feudal French - with superior knights but a whole ragtag bunch of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordonnance, Wars of the Roses, Burgundian Ordonnance, etc. $16.00

❍ **DBF De Bellis Fantasticus: Here There Be Dragons** It has been my dream to use DBM rules to play battles from *The Lord of the Rings*. Well, my dream has come true! WRG have just released DBF, the fantasy rules supplement for DBM! (You must own DBM to use this book) The book adds several new troop types, being Flying Behemoths, such as flying dragons, Flyers, such as Gryphons, giant eagles, Wraiths on flying mounts; Flying Vehicles, such as giant balloons, steam driven flying ships; Behemoths, such as wingless dragons, great demons, great wyverns, dinosaurs; Giants, including those with missile platforms; Large Humanoids, such as trolls, ogres, ents, minotaurs, elementals; Undead, and unicorns. Each type normally has (S), (O), (I), (F) and (X) ratings. Allowances are made for huge monsters having double width & depth bases, which fight much like war wagons. All the above troops have their own combat factors, and most then fight either as elephants, naval, war wagons, or warband. Trolls, for example, are Large Humanoids, with a factor of 3 vs mounted and 4 vs foot, but they are classed as warband, and so benefit from having another supporting rank of warband. There are rules for flying, great rules for heroes, who can slay even the biggest monsters, some monsters can purchase a magical power, and rules for Magi, or wizards. Each wizard costs 40 points extra, receive their own pip dice each turn, and use those pips to activate any of the 11 spell types. The book then has three sections of army lists. The first army lists are based on other popular fantasy miniatures games, and cover Imperial Humans, Undead, Lizardmen, Ratmen, elves, etc. The second section are mythological army lists, and so have mythological Japan, Egypt, Rome, Greece, Celtic, Norse, etc. And the third section is my favorite - the traditional army lists, ie, inspired by *The Lord of the Rings*. Please note that this supplement allows you to use any 28mm figures without having to rebase them. Covers scales 25mm, 15mm, 6mm & 2mm. $18.00

### Ancient & Medieval Tournament Board Layouts Book Version 2

**Ancient & Medieval Tournament Board Layouts Book Version 2** This is a small half-A4 sized booklet with 37 pages that give the layout of 72 gaming boards (36 of these boards are completely new), specifically designed for use with DBM or any other suitable ancient or medieval miniatures game. This second edition uses digitized photos of 3D terrain instead of the computer graphics used in the previous edition. Almost all of the board layouts are taken faithfully from DBM tournaments that I have played in over the past five years, so make the perfect boards for when you practise for tournaments, when you hold your own tournaments, even for social games. $7.50

### D.B.A.

WRG **De Bellis Antiquitatis Fast Play Ancients Rules 1.1** This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's *fast play* ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. $12.00

### Armati

QUA **ARMATI**
By Arty Conliffe, who brought us *Spearhead* and *Tactica*. These rules are for ancient, medieval and Renaissance miniatures wargaming, and are basically a completely re-done version of *Tactica*. 130 armies are included, divided into six periods. Emphasizes careful battle planning and execution on the part of the player-general. Units operate in divisions but fight as units. These rules do not allow free-wheeling unit maneuvers common to other rules sets. Unit movement is more controlled, especially when in close proximity to the enemy. Soldier types are determined to how they fought, not according to weapons and armor. Different armies have different flexibilities. $29.00

❍ **Advanced Armati** With new army lists for all the armies that give a core and optional troops to allow more variety in armies, an elegant points system, supports historical matchups and cross-period play, added tactical options, new rules for maneuvering, melee break-off, terrain use, special rules for English Civil War and the 30 Years War, a fast-play campaign system, and ten famous campaigns are provided. $28.00

### Warhammer Ancient Battles

WHW **Warhammer Ancient Battles** Perhaps the most exciting miniatures rules released this year - Warhammer Fantasy Battles goes historical! Designed & developed by Jervis Johnson and Rick Priestley, two Games Workshop staff. They have formed a new company, Warhammer Historical Wargames. Uses the same basic rules as Warhammer Fantasy Battles, but with a number of signifcant changes. Firstly, there is no magic and no mega-powerful characters (yes!), just commanders, standard bearers, musicians, and the various troop types - so you can just focus on tactics and combat! Only ancient and medieval weapons are catered for, such as thrusting spears, heavy throwing spears such as the pilum, pikes, kontos, lance, javelins, four types of bow, slings, etc. Armor is none, light or heavy. Shields can be normal, large (such as Early Imperial legionaries), or buckler. Elephants cause fear to enemy infantry and terror to enemy cavalry - but watch out if the elephant stampedes. legionaries are stubborn, meaning they ignore their first break result, warband automatically break an opponent whom they outnumber and cause greater casualties to in the first charge (and if warband break legionaries? - it is a 50% chance for them to break or stand) Drilled troops can open their ranks to let scythed chariots pass through them. There are rules for chariots, skirmishers, artillery, fortifcations, buildings, and two complete army lists: Early Imperial Rome, and Barbarian, which covers Gallic and British Celts, picts, Dacian, early Goths and Franks, etc. The rules are lavishly illustrated with beautiful full color prints of 25mm painted soldiers. $47.50

#### Early Imperial Roman

Exaggerated 25mm figures (ie 28mm) by *Wargames Foundry*.
These are the figures pictured in Warhammer Ancient Battles
*It could take up to 3 weeks to fill orders for these titles*

**Legionaries In Lorica Segmentia** (Segmented armor)

| | | |
|---|---|---|
| FOUEIR1 | Legionaries in Lorica Segmentia (7different figures) | $22.95 |
| FOUEIR3 | Legionaries advancing with pilum (7 same figure) | $22.95 |
| FOUEIR4 | Legionaries standing with pilum (7 same figure) | $22.95 |
| FOUEIR5 | Legionaries throwing pilum (7 same figure. fromEIR1) | $22.95 |
| FOUEIR6 | Legionaries walking with pilum (7 same figure. fromEIR1) | $22.95 |
| FOUEIR7 | Legionaries thrusting pilum (7 same figure. fromEIR1) | $22.95 |
| FOUEIR8 | Legionaries thrusting sword (7 same figure. fromEIR1) | $22.95 |
| FOUEIR9 | Legionaries standing with pilum (7 same figure. fromEIR1) | $22.95 |

**Legionaries In Heavy Armor** (Segmented armor also covers arm. & greaves)

| | | |
|---|---|---|
| FOUEIR2 | Legionaries in Heavy Armor (7 different figures) | $22.95 |
| FOUEIR10 | Legionaries thrusting sword (7 same figure. from EIR2) | $22.95 |
| FOUEIR11 | Legionaries standing with pilum (7 same figure. from EIR2) | $22.95 |
| FOUEIR12 | Legionaries advancing with sword (7 same figure. from EIR2) | $22.95 |
| FOUEIR13 | Legionaries throwing pilum (7 same figure. from EIR2) | $22.95 |
| FOUEIR14 | Legionaries advancing with pilum (7 same figure. from EIR2) | $22.95 |
| FOUEIR15 | Legionaries thrusting sword (7 same figure. from EIR2) | $22.95 |
| FOUEIR16 | Legionaries thrusting sword (7 same figure. from EIR2) | $22.95 |

**Legionaries In Heavy Scale & Mail Armor** (with greaves & armored arm)

| | | |
|---|---|---|
| FOUEIR17 | Legionaries ready with pilum (7) | $22.95 |
| FOUEIR18 | Legionaries Standing with pilum (7) | $22.95 |
| FOUEIR19 | Legionaries advancing with pilum (7) | $22.95 |
| FOUEIR20 | Legionaries throwing pilum (7) | $22.95 |
| FOUEIR21 | Legionaries advancing with pilum (7) | $22.95 |
| FOUEIR22 | Legionaries advancing with sword (7) | $22.95 |
| FOUEIR23 | Legionaries standing with pilum (7) | $22.95 |

**Auxilia In Mail Armor**

| | | |
|---|---|---|
| FOUEIR24 | Auxilia in Mail Armor (7 different figures. incl. Optio) | $22.95 |
| FOUEIR25 | Auxilia thrusting sword (7 same figure. from EIR24) | $22.95 |
| FOUEIR26 | Auxilia thrusting spear (7 same figure. from EIR24) | $22.95 |
| FOUEIR27 | Auxilia advancing with spear (7 same figure. from EIR24) | $22.95 |
| FOUEIR28 | Auxilia standing with spear (7 same figure. from EIR24) | $22.95 |
| FOUEIR29 | Auxilia thrusting spear (7 same figure. from EIR24) | $22.95 |
| FOUEIR30 | Auxilia advancing with sword (7 same figure. from EIR24) | $22.95 |
| FOUEIR31 | Eastern Auxilia Archers. mail armor (8 figures. 4 types) | $22.95 |
| FOUEIR32 | Western Auxilia Archers. mail armor (8 figures. 4 types) | $22.95 |
| FOUEIR47/8 | Auxilia Cavalry in Mail Armor (8 riders. 5 types) | $22.95 |
| FOUEIRM | Mix Roman Cavalry Horses (4 different horses) | $16.95 |

**Practorian Guard**

| | | |
|---|---|---|
| FOUEIR34 | Practorian Guard (7 figures. 4 types) | $22.95 |
| FOUEIR35 | Practorian Guard adv sword (7 same figure. from EIR34) | $22.95 |
| FOUEIR36 | Practorian Guard adv pilum (7 same figure. from EIR34) | $22.95 |
| FOUEIR37 | Practorian Guard stand pilum (7 same figure. from EIR34) | $22.95 |
| FOUEIR38 | Practorian Guard thrust pilum (7 same figure. from EIR34) | $22.95 |

**Roman Command Groups**

| | | |
|---|---|---|
| FOUEIR40 | Roman Foot Command Group (7 different figures) | $22.95 |
| FOUEIR41 | Legionary Foot Command Group (6 different figures) | $22.95 |
| FOUEIR42 | Auxilia Foot Command Group (6. 4 types) | $22.95 |
| FOUEIR43 | Practorian Foot Command Group (6. 4 types) | $22.95 |
| FOUEIR45/6 | Roman Cavalry Command Group (8 different figures) | $22.95 |
| FOUEIRH | Mix Roman Cavalry Horses (4 different horses) | $16.95 |
| FOUEIR49Z | Emperor Claudius (5 figures & 1 horse. Claudius mtd & foot) | $22.95 |
| FOUEIR50Z | Governor Paullinus(5 figs & 1 horse. Paullinus mtd & foot) | $22.95 |
| FOUEIR51Z | Emperor Vespasian (5 figs & 1 horse. Vespasian mtd & foot) | $22.95 |
| FOUEIR52Z | Emperor Trajan (5 figures & 1 horse. Trajan mtd & foot) | $22.95 |

**Roman Artillery**

| | | |
|---|---|---|
| FOUEIR44 | Roman Artillery (2 bolt shooters. 4 crew) | $22.95 |

#### Barbarians: British/Gauls/Celts

Exaggerated 25mm figures (ie 28mm) by *Wargames Foundry*.
These are the figures pictured in Warhammer Ancient Battles.
*It could take up to 3 weeks to fill orders for these titles*

**Ancient British/Gauls/Celts**

| | | |
|---|---|---|
| FOUWAB1Z | Queen Boudicca in Chariot. driver. 4 other command figs. | $41.95 |
| FOUWAB2 | Celtic Chariot. driver & crewman. 2 horses | $22.95 |
| FOUWABCav3 | Celtic Cavalry (8 riders from a mix of 37) | $22.95 |
| FOUWABH4 | Celtic Ponies (4 horses) | $16.95 |
| FOUWAB5 | Celtic Warriors (8 figures from a mix of 37) | $22.95 |
| FOUWAB7 | Druid. Mounted Hunter. Foot hunter. dogs. wild boar | $22.95 |
| FOUWAB8 | Celtic Character & Command figures (8 from mix of 23) | $22.95 |
| FOUWAB9 | Celtic Fanatic Warriors (8 figures. 2 types) | $22.95 |
| FOUWAB15 | Picts/Irish/Scots (8 figures from a mix of 5) | $22.95 |
| FOUWAB16 | Picts/Irish/Scots Cavalry (8 riders from a mix of 5) | $22.95 |
| FOUWABH17 | Picts/Irish/Scots Ponies (4 horses) | $16.95 |

### D.B.R.

WRG **DBR Wargames Rules for Renaissance Battles** This has been waited for by many gamers with great expectations - the DBM rules converted at least to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing of record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Warband, Hordes, Artillery, etc. The game is extremely fast moving. Two 500 point English Civil War armies for example, can finish a game in 2.5 hours! $16.00

**DBR. ARMY LISTS BOOK 1** Covers the Great Italian Wars; the Valois-Hapsburg-Tudor Wars; Armies of the Turkish Wars; Armies of the Chinese and Japanese Wars;, Armies of the Americas, and Armies of the Reformation. $16.00

**DBR ARMY LISTS BOOK 2** This book has army lists covering the early European northern wars, the Thirty Years War and Great Rebellions and the Moghul Conquest of India. $16.00

**DBR ARMY LISTS BOOK 3** Armies of the Eastward Colonial Expansion and of the European Enlightenment. $16.00

**DE BELLIS CIVILE** Scenarios for English Civil War battles using DBR, by WRG, set in 1642-43. Contains 18 battle scenarios which range from minor skirmishes to major battles such as Edgehill and the first battle of Newbury. This battles cover the early part of the war, before the New Model Army. Include background and army lists for each battle. $16.00

WRG **HORDES OF THE THINGS**
See Heading under Fantasy Miniatures Section. $16.00

### WRG History Books

WRG **ARMIES OF THE NEAR EAST** 208 page book covering the armies of the Near East from 3000 BC - 539 BC. It includes the

organization, tactics, equipment, and dress of: Egyptian Old, Middle & New Kingdoms, Libyan, Kushite, Sumerian, Babylonian, Assyrian, Iranian, Hyksos, Canaanite, Syrian, Hebew, Philistine, Midianite Arab, Phoenician, Hittite, Phrygian, Lydian, Minoan, Mycenaen, etc. A popular period partly because it also includes all the colorful armies covered in the Bible. *Reprint due?* **$45.00**

WRG **ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC** A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominent power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc; Macedonian, including Phillip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. All major battles of the period are covered. And best of all, there are over 100 pages of troop dress & equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. **$38.00**

WRG **ARMIES & ENEMIES OF IMPERIAL ROME 150 BC - 600 AD** 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - "The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances"), Sarmations, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scot's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. **Special Price $7.50**

WRG **ARMIES OF THE DARK AGES 600 - 1066 AD** A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. **$30.00**

WRG **ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD** A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitallers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. Each troop type is illustrated and described, giving armor and tunic colors, etc. **$30.00**

WRG **ARMIES OF THE MIDDLE AGES Volume 1 1300 - 1487 AD** A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each beligerant. 192 pages. **Special price. $7.50**

**WRG ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD** A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, the various Italian city states, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **$38.00**

# DBM Army Packs

True 15mm Figures. Available Unpainted Only

**D.Y.O. DBM ARMY:** This is a special offer that applies to all DBM players. Simply post or fax us the army list that you have designed, listing which DBM Army Lists book you took it from, and the elements and the number of them that you have chosen for your army. We will then give you a quote on how much the army will cost, and you can then either quote a Master/Bank/VISA card number, or send us a cheque or money order, and we will get the army in for you, and we guarantee to give you 15% off our normal retail prices. Please note that if your army does not use Museum, AB, Hobby Products or Irregular Miniatures, the order could take 3 - 6 weeks to get in from the UK. For Biblical armies, for example, we will use either Chariot or Essex miniatures. **$Quote**

**Mitanni 1300 BC DBM Army - 350 Points,** 24 Cv(S) Chariots, 6 Cv(O) Chariots, 32 Spearmen, 32 skirmishers. Probably the best chariot army ever, with regular generals. (The armored Mitanni Chariots are stunning, new from Chariot Miniatures) **$162.00**

**New Kingdom Egyptian 1250BC DBM Army - 350 Points,** 13 Cv(S) Chariots, 64 Spearmen, 40 archers, 24 javelinmen, 16 skirmishers. (Chariot Miniatures) **$131.00**

**Later Hoplite Spartan DBM Army - 349 Points, 65 elements.** 226 15mm figures - 3 Generals, 153 hoplites, 12 Javelinmen, 16 Cretan archers, 12 Light Horse, 18 baggage animals. (AB Figures) **$125.00**

**Gallic DBM ARMY, 100 BC - 350 points, 93 elements.** 255 15mm figures - 3 mtd Generals, 51 Cavalry, 135 Warband, 48 Skirmishers, 18 baggage animals. (Museum Miniatures) **$141.00**

**ALEXANDRIAN MACEDONIAN 330 BC - 351 points, 63 elements. 211** 15mm figures - 3 mtd Generals, 18 Companions, 6 Prodromoi, 12 Thessalians, 6 Thracian light horse, 16 Hypaspists, 96 Phalangites, 16 Agrianians, 8 Cretan archers, 18 baggage animals. (Museum Miniatures) **$112.00**

**LATER CARTHAGINIAN 209 BC - 350 points, 64 elements.** 180 15mm figures - Hannibal & 2 bodyguard, 2 mtd generals, 16 Poeni Cavalry, 12 Spanish Cavalry, 16 Libyan Light Horse, 2 elephants & crew, 16 Poeni Citizen Spearmen, 32 Hannibal's Veteran Spearmen, 16 Libyan Spearmen, 12 Spanish Scutarii, 8 Spanish Javelinmen, 6 Balearic slingers, 8 Numidian Javelinmen, 18 baggage. (Figures are by Battle Honors. Please allow 4 weeks for delivery) **$120.00**

*One of the two all time favourite armies amongst Ancient wargamers. The army of Hannibal in the Carthage-Rome wars. The two armies are distinctly different and yet offer a balanced game every game. The Romans have much better foot, but the Carthaginians have much better mounted.*

**POLYBIAN ROMAN 209 BC - 349 points.** 157 15mm figures - 3 mtd generals, 21 Roman Cavalry. 3 Spanish Cavalry. 80 Hastati & Princeps, 20 Triarii, 18 Velites, 12 Spanish Auxiliaries, plus baggage. (Figures by Battle Honors. Please allow 4 weeks for delivery.) **$99.00**

*The Roman army as it started to hold its own and better against the Carthaginians. Earlier Roman armies had poor skirmishers, Leves as opposed to the Velites above, which were the match for any Numidian or Spanish skirmishers. Your centre will beat the Carthaginians - but watch those flanks!*

**Seleucid DBM Army - 350 points, 59 elements. 203** 15mm Figs - 3 Mtd Generals, 26 Cataphracts, 2 Fast knights, 12 Light Horse, 16 Argyraspids, 16 Roman Argyraspids, 80 Pikes, 16 Thureophoroi, 6 Slingers, 8 Archers, 18 Baggage animals. (Museum Miniatures) **$113.00**

**Early Imperial Roman DBM Army - 350 points, 49 elements.** 191 15mm Figs - 3 Mtd Generals, 30 Cavalry, 80 Legionaries, 48 Auxiliaries, 18 Baggage animals. (Museum Miniatures) **$98.00**

**Middle Imperial Roman DBM Army - 350 points, 51 elements.** 199 15mm Figs - 3 Mtd Generals, 30 Cavalry, 80 Legionaries, 24 Legio Lanciarii, 32 Auxiliaries, 18 Baggage animals. (Museum) **$101.00**

**Late Imperial Roman DBM Army - 350 Points, 59 elements.** **186** 15mm figures - 3 Generals, 12 Cavalry, 9 Catafractarii, 12 Clibanarii, 8 Equites Illyricani, 4 Equites Sagittarii, 48 Legionarii, 24 Supporting archers, 24 Auxilia Palatina, 12 Supporting archers, 18 baggage animals. (Gladiator Figures) **$129.00**

**Bactrian Greek 250BC DBM Army - 351 points, 56 elements. 182** 15mm Figs - 3 Mtd Generals, 6 Cavalry, 6 Light Cavalry, 27 Iranian Lancers, 22 Bactrian light horse, 64 Phalangites, 12 Indian Spearmen, 12 Indian achers, 18 baggage. (Museum Miniatures) **$130.00**

**Classical Indian 321 BC 348 points, 39 elements.** 143 15mm figures - 7 elephants with 4 supporting javelinmen each, 3 Superior Knight 4 horse, 6 crew Chariots, 18 Cavalry, 48 Archers, 21 Javelinmen & 18 baggage animals. (New figures by Irregular Miniatures - superb!) **$127.00**

**Mongol 1206 - 1266 AD** - 350 points, 44 elements. 106 15mm figures, including 3 generals, 17 Guard Cavalry, 18 Heavy Cavalry, 50 Superior Light Horse, & 18 baggage. *Figures by Museum (very nice!)* **$89.00**

**Later Crusader 1250 AD** - 348 points, 41 elements. 139 15mm figures - 1 CinC, 1 Templar & 1 Hospitaller General, 11 Templar Knights, 11 Hospitaller Knights, 20 Other Knights, 12 Turcopoles, 32 Foot Sergeants, 32 Military order crossbows, 18 baggage. Figures by Museum. **$89.00**

**Mamluk Egyptian 1250 AD** - 349 points, 48 elements.123 15mm figures - 3 generals, 42 Mamluk superior cavalry, 18 Halqa ordinary cavalry, 20 Turkoman superior lighthorse, 18 auxiliaries, 10 skirmishers, 18 baggage. Figures by Museum. The successors to the Ayyubids. **$100.00**

**100 Years War English 1410 AD** - 350 points, 41 elements. 145 15mm figures - 3 Generals, 6 Mtd Knights, 24 Dismounted Knights, 80 Longbowmen, 16 Billmen, 4 Irish Kerns, 18 baggage animals. (Museum Miniatures) **$73.00**

**Medieval French 1410 AD** - 350 points, 52 elements. 160 15mm figures - 3 generals, 51 knights, nobles, sergeants, 30 French Crossbowmen, 24 Genoese Crossbowmen, 30 Brigans, 10 Ribauds, & 18 baggage animals. (Museum Miniatures) **$100.00**

**Wars of the Roses English Yorkshire 1460 AD** - 347 points, 54 elements. 181 15mm figures - 3 generals, 24 Men-at-arms, 20 Retinue Billmen, 40 Retinue Archers, 24 Shire Billmen, 42 Shire archers, 16 German pikes, 18 baggage. Figures by Museum. The successors to the Ayyubids. **$100.00**

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# MUSEUM MINIATURES

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## Eureka Miniatures Catalog

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**Eureka Miniatures Catalog** **$15.00**

## BATTLE HONORS

By Tony Barton

These are the best Polybian/Camillan/Republican 15mm Romans I have seen. I took one look at the figures, and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog too. All the shields are separate, as are most of the pilum and spears. Stick the shields at slightly different angles, and the figures look alive. *(Minimum order is ten packs. Allow three weeks for delivery.)*

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* Actually Carthaginian mounted command group.

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# 18th & 19th Century

## Chef De Bataillon

EMP **CHEF DE BATAILLON**

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EMP **EMPIRE**

By The Emporer's Headquarters, these are perhaps the most famous Napoleonic miniatures rules. The comprehensive, illustrated EMPIRE rulebook carefully describes the proven Telescoping Time concept which allows you to accurately simulate a Napoleonic battle in the most time-efficient manner yet possible. You are cast in the role of a real corps or army commander, allowing you to synthesize grand-tactical decision-making with consideration of tactics. Detailed leader ratings allow personalities to function on the miniatures table like they did in real life. With detailed appendices that describe troop and leader ratings, morale, firepower, changing combat performance by campaign year, etc. With a sturdy 3 ring binder, one sheet of counters, 7 charts. **$42.50**

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Tired of having to adopt boardgames as rules for your miniatures campaigns? Not any longer! Now the Empire Campaign System brings you a Napoleonic campaign system designed exclusively with the miniatures wargamer in mind. The maneuvers into battle and pursuit thereafter all neatly tie together. With a large color map of Saxony, reduced scale game maps, campaign charts, rules, 520 counters, etc. **$12.00**

## Fire and Steel

WRG **FIRE AND STEEL**

Skirmish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game, lasting from one to two hours. For two or more players, each with up to 8 figures. Gives troop specifications for Seven Years War and Napoleonic battles, Indian Mutiny against Colonial English, the American Civil War, Sudan Campaigns, American Indians, etc. **$13.50**

## Flint & Steel

COA **FLINT & STEEL 1740 - 1789 RULES**

Brand new rules from Clash of Arms, being miniatures rules for the American Revolution and the Age of Reason. Suitable for 5mm, 10mm, 15mm, 20mm, 25mm or 30mm figures, and a sheet of top down figure stand templates is provided with the rules so that you can play even without owning any figures! The rules are comprehensive and play quickly, and give ratings and details for almost 700 individual American, British, German, French and Indian units from the American Revolution, as well as ratings on over 500 different types of units for 26 different armies between 1740-89. Performance data on over 50 kinds of artillery. Recreates battles in North America, Europe, and the Far East. Over 300 leaders of the American Revolution are given ratings and details. Also introductory scenarios from the American Revolution and Seven Years War. **$34.95**

## From Valmy to Waterloo

COA **FROM VALMY TO WATERLOO**

A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer takes on the role of commander. This can be the Divisional, Corps, or Army commander. The second role of the gamer is on the tactical level, where he represents the Brigade Commander on the field. On the Grand Tactical level, the gamer determines the objectives of his corps and divisions; on the tactical level the brigade commander must accomplish the tasks given to him. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Cavalry must be handled delicately. They should be used in two lines, casualties tend to be light, disorganised units are easy prey to organised ones. Artillery can be devastating, so don't attack them with units being too close together. Keep a second line in reserve to replace the first line if it takes too many casualties. For infantry it is more important to launch a well prepared assault than to charge in with a horde of units. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. **$40.00**

**Battles of the French Revolutionary & Napoleonic Wars, Volume 1.** Contains 11 diverse scenarios ranging from 1797 to 1814. Each scenario has its own map, Order of Battle, chain of command, victory conditions, etc. Battles include Albuera, Auerstaedt, Raab, Rivoli, Saguntum, Talavera, etc. **$30.00**

## Napoleon's Battles

AVA **NAPOLEONS BATTLES**

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. **$45.00**

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QUA **SHAKO**

By Arty Conliffe, who brought us *Spearhead* and *Tactica*. These are multi-level Napoleonic rules that allow you to fight mid-sized Napoleonic battles using infantry Battalions and Cavalry regiments. Or you can fight epic clashes like Waterloo using entire Divisions and Brigades. The command system emphasizes player generalship and rewards good planning. All major tactical doctrines are represented, so armies look and maneuver as they did historically. 20 Napoleonic army lists are supplied. Playable with any Basing System. Also includes Seven Years War with 9 army lists. **$27.00**

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# 19th Century USA

## Deadlands

PEG THE GREAT RAIL WARS
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## Fire & Fury

QUA FIRE & FURY
An innovative game system using miniature armies to recreate battles of the American Civil War. The game emphasizes playability without sacrificing historical accuracy. The rules offer everything you look for in a Civil War game, unit quality, leader effectiveness and casualties, morale, command control, weapons effectiveness, ammo supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. Has five scenarios. No remounting of figures is necessary. **$30.00**

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EMP STARS 'N' BARS
3rd Edition. This is The Emporer's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions adn even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E Lee, George A Custer, etc. You now lead the famous brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule book, counter sheet, play aid cards. **$18.00**

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EMP WARPAINT Cavalry & Indian Wars
This is a popular recent release by The Emporer's Headquarters. Warpaint is s set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights. **$18.00**

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(Note. mounted Indians & Cavalry count as 2 pieces)

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# WW1, 2 & Modern

## Challenger 2000

TAB CHALLENGER 2000
This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **$16.00**

## Clash of Armor

COA CLASH OF ARMOR
Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganisation. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc. **$35.00**

**FROM GOLAN TO SINAI Arab Israeli Wars 1956-73**
Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. **$25.00**

**ROMMEL'S BATTLES** Contains six scenarios covering Rommel's entire combat span in WWII. The actions are balanced and varied; the Germans are attacking in scenarios 1 & 3, defending in 6, counterattacking in 5, and involved in meeting engagements in 2 & 4. They cover France 1940, North Africa 1941-42, and France 1944. **$22.50**

## Command At Sea

COA COMMAND AT SEA The Rising Sun
A World War II Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your loungeroom floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. **$70.00**

**COMMAND AT SEA PLAYERS HANDBOOK**
A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play. **$10.00**

**NO SAILOR BUT A FOOL Coastal Actions in WW II**
A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault troops. "No sailor but a fool fights a fortress." Said Sir Horatio Nelson. But in WW II some had to be fought. So this book has seven scenarios including Oslo 1940, Operation Sea Lion, etc. You must own CommandAtSea or Supermarine I. **$27.00**

**Painters Guide to World War II Naval Camouflage**
54 page book combining descriptions and diagrams of the most important schemes and techniques of the American, British, French, German, Italian, Japanese, Russian, and other navies. **$22.50**

**SUPERMARINA I**
This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines verses convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. **$70.00**

**Supermarina I: First Part of the Mediterranean War** A 64 page book full of scenarios and historical commentary of the action in the Mediterranean, June 1940-41, and so includes the German invasion of Crete, with air and sea elements. Good reading. **$17.00**

**Supermarina I: Data Annexes - Ships & Aircraft** A book crammed full of aircraft and ship data annexes for all the ships and planes that took part in the naval war in the Mediterranean from Sept 1939 - Nov 1942. Each ship and plane has full stats. **$25.00**

**Supermarina 1: Counter Sheet** Two counter sheets printed back to back with full color ships and aircraft for Australia, Italy, England, and Germany (just air-craft). **$27.00**

**SUPERMARINA II** Part II of the Mediterranean War, July 1941 to August 1942, portraying the struggle for naval supremacy in the Mediterranean the vital supply link for Allied and Axis forces in North Africa. Has over two dozen new scenarios, several suitable for solitaire play. Campaign scenarios depict the many vicious Malta convoy battles. 70 page book. **$22.50**

**The Art of War Magazine # 27/28** Clash of Arms magazine. This issue contains a Supermarina scenario, Etudes Militaries Nr 6, Annex F for Harpoon, an article on The King's War, a counter sheet that gives Alexander's army to fight Napoleon in the game *La Bataille de Mont St Jean*, etc. **$9.00**

## CrossFire

QUA CrossFire
By Arty Conliffe, who brought us *Spearhead*. This is an extremely innovative new set of WWII minjatures rules for Company Level WWII gaming, for 1/76th or 1/300th scale, which do not use rulers or game turns! So put away your rulers and prepare for WWII gaming as it ought to be - fast paced, challenging and fun. No fixed game turns - the player who has initiative keeps moving units until one of his actions fails, due to the opponent suppressing or killing one of his units, and then the opponent has initiative. Combat mechanics simulate interplay of fire and movement with a Command System that represents unit flexibility. Emphasis is on infantry. Includes 53 company level organisations for ten nationalities, 120 guns and vehicles, a scenario generator, point values, etc. Great! **$29.95**

## Firefly

TAB FIREFLY
World War Two battlegroup actions for 1/300th and 1/200th scale miniatures, based on the *Challenger* rules. Rules cover pre-game recconaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with guns rated for length of calibre; direct and indirect area fire, aircraft operations, night fighting, a template for artillery fire, counters, and 45 army lists, covering all the weapons, armored fighting vehicles, and army lists, of all main beligerants of WW2. I can't say much for their calculations of tanks' armor thicknesses, however - sloped armor has not been taken sufficiently into account. Regardless, these are popular rules. **$16.00**

## Harpoon 4

COA HARPOON 4
Harpoon 4 simulates modern naval warfare. Its rules explain how ships and aircraft move, detect enemy contacts, and attack them. Weapons inflict realistic damage and proper naval tactics produce accurate and believable results. Although a miniatures game, this boxed set includes 210 beautiful counters of ships, submarines, aircraft, helicopters, missiles, etc, so that you can open the box and play immediately. Harpoon 4 is the pre-eminent naval wargame for the modern age. It handles all aspects of maritime combat: surface, sub-surface and air. It is a system of detailed but comprehensible rules covering the many facets of modern naval actions. Consistent rating systems and evaluations of the capabilities of modern naval vessels, aircraft, submarines and helicopters make it possible to achieve realistic results with hypothetical scenarios, and can provide answers to questions like: "Are aircraft carriers powerhouses or sitting ducks? In the cat and mouse game between a Russian and a US submarine, which has the advantage?" With 210 counters, rules book, data annex book, quickstart rules, 4 dice. **$80.00**

**Harpoon Rules** The rules that come in the game, also available separately. **$26.00**

**Harpoon 4 Quickstart Rules** The Quickstart Rules that come in the game, also available separately. **$16.50**

**Harpoon 4 Data Annexes** The Data Annexes that come in the game, also available separately. **$27.00**

**Harpoon 4 Players Handbook** The booklet contains the charts and taoles used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet. **$13.50**

**Harpoon 1997 Naval Review** Contains articles on the current state of the Royal Navy and the future of the US Navy, 40 ship forms, 15 aircraft forms, Harpoon clarifications, five detailed scenarios, and a random scenario generator. **$30.00**

# Panzerfaust-Armored Fist

JED **PANZERFAUST-ARMORED FIST**

This is a reprint of the 1987 3rd Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Useable with 1/300th, 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skirmish games to battles between opposing battalions. There are 23 pages of tank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organisations and equipment, including riariety factors. There are point values given for all troop types and equipment, and the nations covered are Belgium, Britain, Finland, France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide. **$19.00**

# Red Baron

EMP **RED-BARON**

The first set of WWI air miniatures rules to combine historical accuracy with an easily playable rules system. Game aids printed on heavy card stock give players important information. Any mistake players make could be their last. Rules cover multiple maneuvers and tailing, aces, legendary aces, rookies, mid-air collisions, fixed & pivoting guns, stalls, spins; ratings in over 20 categories for all 46 types of WWI planes currently available as miniatures. **$35.00**

# Shipbase III

CHI **Shipbase III Computer Assisted Naval Rules**

Tactical naval combat 1890-1945. These are computer-assisted naval miniatures rules, by Critical Hit, intended for use with miniature ships and aircraft. The computer program handles all the record-keeping, dice rolling and technical research, allowing the players to concentrate on tactics. Scenarios can be played with a handful of ships, up to fleets or hundreds of ships. The database has 881 ship types. 18 nations are supported. Players can create their own scenarios. Also has 48 page rulebook. The Book of Ships with 5,500 ship names, over 200 counters in case you don't have miniatures. *IBM Requires: 3.5" or 5.25" FDD, 386, hard disk, CGA,EGA,VGA or SVGA.* **$80.00**

# Spearhead

QUA **SPEAR HEAD**

By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not inbetter equipment. In *Spear Head*, the German player controls a flexible system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of a players helicopter view. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. **Special Price $32.95**

○ **Blaze Across the Sand** 21 scenarios cover the three major periods of the Desert Campaign, the campaigns of 1941; 1942 starting with Rommel's January counter-offensive, and 1943. Each scenario challenges you with tactical problems faced by your real-life counterpart. Special rules for massive minebelts, etc. Written for *Spearhead* but can be used with any WWII rules set. **$27.00**

○ **Where the Iron Crosses Grow** 21 Eastern Front scenarios for the Eastern Front, WW2. Begins in 1941 in the opening days of Barbarossa and continues to present players with challenges faced by their historical counter-parts throughout the 4 years of war. **$25.00**

○ **White Star Rising** 17 scenarios cover the war in the West from the Normandy landings to the lst organised resistance behind the Rhine. As the outnumbered Germans, can you stem the tide of Allied tanks and troops? **$29.00**

1/300th Scale Crater Pack (20 craters, various sizes) ..... $6.00
Cast in a light brown or grey. just needs dry brushing with acrylics. made of rubber urathane.

## Historical HaT Figures

1/72nd scale *soft*-plastic figures

| | | |
|---|---|---|
| HaT8001 | Napoleonic French Marmalukes | $11.50 |
| HaT8002 | Napoleonic Prussian Dragoons | $11.50 |
| HaT8003 | Napoleonic British Rocket Troops *Duc Aug?* | $11.50 |
| HaT8005 | Napoleonic Prussian Uhlans | $11.50 |
| HaT8006 | Napoleonic Russian Cossacks | $11.50 |
| HaT8007 | Napoleonic Prussian Artillery | $11.50 |
| HaT8008 | Napoleonic Brunswick Avant Garde | $11.50 |
| HaT8009 | Napoleonic French Dragoons | $11.50 |
| HaT8010 | Napoleonic Russian Artillery | $11.50 |
| HaT8011 | Napoleonic French Light Horse Lancers | $11.50 |
| HaT8012 | Napoleonic Russian Dragoons | $11.50 |
| HaT7006 | Napoleonic Prussian Landwehr | $11.50 |
| HaT8004 | American Civil War Union Zouves | $11.50 |
| HaT7001 | WW1 German Infantry (45 pieces) | $11.50 |
| HaT7002 | WW1 British Infantry (45 pieces) | $11.50 |
| HaT7003 | WW1 French Infantry (45 pieces) | $11.50 |
| HaT7004 | WW1 US Infantry (45 pieces) | $11.50 |
| HaT7005 | WW1 British artillery (48 pieces) | $11.50 |
| HaT7007 | WW2 Italian Infantry (45 pieces) | $11.50 |

## Tabletop Complete Armies

**WW II Micro Starter Set: USA Vs German** **$64.95**
Firefly Rules, and 45 Irregular 1/300th tanks, & 2 dice.

**WWII Micro Starter Set: Russian Vs German** **$64.95**
Firefly Rules, and 45 Irregular 1/300th tanks, 2 dice.

**Modern Micro Starter German Vs Soviet** **$64.95**
Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.

**Modern Micro Starter USA Verses Soviet** **$64.95**
Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.

# Fantasy BLOOD BOWL

GW **BLOOD BOWL New Edition**

The popular fantasy football game is back in an all new edition. Across the length and breadth of the Warhammer World teams of armored warriors battle to the death in great arenas. The Dwarfs in their mountain halls, Goblins in sewers, all these and more field Blood Bowl teams that play for the glory and honor of their race. Massive crowds cheer on their favorite teams and star players rise to fame and glory as the meanest, toughest players in the world. Includes 24 Citadel plastic miniatures, being the Gouged Eye Orcs team and the Reikland Reavers human team. Also has a mounted mapboard of the playing field, 4 plastic footballs, Blood Bowl Handbook, Painting Guide, 50 sheet pad of team rosters, 2 team cards, 4 star player cards, heaps of color counters and templates, 6 dice, & range ruler. Please note that *no* rules have been changed, though the rule book has been expanded, and many components are the same as the previous edition. **$90.00**

**DEATH ZONE** Team lists, background info and special rules are included for six new races, allowing players to field goblin, chaos, undead, wood elf, halfling and chaos dwarf teams. Also 18 Star Player cards. The League Rules allow players to coach their team to the top of the league. Over 100 new Special Play cards, you can add apothecaries and wizards to teams, to heal the injured or blast the other team with magic spells. **$45.00**

**BLOOD BOWL COMPENDIUM** The very best articles from the Citadel Journal and some hot new rules, including Slann for Blood Bowl, more nasty, lowdown starplayers, even Greater Daemons as Star Players! **$14.50**

## Blood Bowl Miniatures

Most, if not all, are re-releases.

| | | |
|---|---|---|
| CIT976904 | THE GRUDGE BEARERS | $45.00 |
| CIT983827 | ATHELORN AVENGERS | $45.00 |
| CIT983834 | CHAOS ALL STARS | $45.00 |
| CIT983841 | CHAMPIONS OF DEATH | $45.00 |
| CIT976928 | ORCLAND RAIDERS | $45.00 |
| CIT976911 | SKAVENBLIGHT SCRAMBLERS | $45.00 |
| CIT976942 | GALADRIETH GLADIATORS | $45.00 |
| CIT976935 | NAGGAROTH NIGHTMARES | $45.00 |
| CIT976874 | MORG'N THORG | $18.00 |
| CIT976881 | GRIFF OBERWALD | $9.00 |
| CIT976867 | NOBBLA BLACKWORT | $9.00 |
| CIT976898 | SCRAPPA SOREHEAD | $9.00 |
| CIT984046 | HEADSPLITTER | $18.00 |
| CIT984053 | VARAG GHOUL CHEWER | $9.00 |
| CIT984060 | RIPPER BOLGROT | $18.00 |
| CIT984077 | BOMBER DRIBBLESNOT | $9.00 |
| CIT984084 | FUNGUS THE LOON | $9.00 |
| CIT984091 | THE MIGHTY ZUG | $9.00 |
| CIT984039 | PRINCE MORANIAN | $9.00 |
| CIT984022 | GRIM IRONJAW | $9.00 |
| CIT984015 | COUNT LUTHER | $9.00 |
| CITBORAK | LORD BORAK THE DESPOILER | $9.00 |
| CIT983988 | HORKON HEARTRIPPER | $9.00 |
| CITGNASH | GNASH BLACKHOOF | $18.00 |
| CIT983889 | BLOODBOWL HOBGOBLINS | $13.50 |
| CIT983933 | HTHARK THE UNSTOPPABLE | $13.50 |
| CIT983902 | HAKFLEM SKUTTLESPIKE | $9.00 |
| CIT983896 | BLOOD BOWL CHAOS DWARFS | $13.50 |
| CIT983940 | JORDELL FRESHBREEZE | $9.00 |
| CIT984008 | BLOOD BOWL GOBLINS (4) | $13.50 |
| CIT983971 | BLOOD BOWL HALFLINGS (4) | $13.50 |
| CIT983964 | SKAVEN MUTANTS (3) | $13.50 |
| CIT983919 | CHAOS MUTANTS (3) | $13.50 |
| CITDWAR | DWARF DEATHROLLER | $18.00 |
| CIT983872 | BLOOD BOWL CHEELEADERS (3) | $13.50 |

# CHRONOPIA

Heart **CHRONOPIA Warzone Miniatures Rules**

Warzone goes fantasy! Heartbreaker Hobbies new fantasy miniatures rules have been released January. From beyond the grave the One King has returned to reclaim his lost kingdom. The usurpers squandered the spoils of war and the Great Triad of the Elf Dukes, the Dwarven Overlords and the Ogre Emperors collapsed. The Four Dark Prophets, twisted by their hate for the One King, made terrible pacts with unearthly evil. On the battlefields, the carrion birds feast as mighty Repulsar Knights trade blows with Beast Clan Dwarves, and Blackblood Myrmidons render and gore Elf Dragonbane Riders. And the dark banners of the Devout, with their Dusk Realm warriors and Warped Lords, cast an ever increasing shadow across the land. Searing new magics crack across the sky as Elven Lotus-Eaters battle with the time magics of the Chronomancers and the Devout's abominations from the void. The sun is setting on a dark world; a world of uncertainty and treachery, of heroic deeds and blasphemous evil. The world of Chronopia. The rulebook has over 200 pages, 160 in full color. Gives a detailed history and background on the five races, the Firstborn, Blackbloods, Elves, Dwarves and Devout - including a timeline illustrated with all the major events in the history of Chronopia. 48 page rule section has comprehensive rules examples and diagrams. Richly illustrated army lists. Pull out reference sheets, full color weapons templates and counters. **$48.00**

**Land of Two Rivers** Introduces the Lizardmen into Chronopia. Contains a compelling short story in which the One King takes desparate measures to defeat the Devout - he awakens another just as deadly threat - the Stygian: a race of horrendously powerful lizardmen. 96 full color pages, detailed history. New time line, new weapon templates, army lists, and counters. **$34.00**

**Firstborn Watchtower** A 3D expansion set that takes the concept of fighting in and around buildings to a new level. Has a full color card model of a firstborn watchtower; two new miniatures, the Englightened and the Stalker; a 32 page booklet with comprehensive new rules for using buildings in your battles, etc. **$42.50**

## Chronopia Miniatures

Exaggerated 25mm metal figures by Heartbreaker

| | | |
|---|---|---|
| HEA2301 | Orc Assault Warriors | $18.00 |
| HEA2302 | Goblin Sword Master | $18.00 |
| HEA2303 | Dwarf Vulture Swordsman | $18.00 |
| HEA2304 | Dwarf Dark Tusks with Morning Stars | $18.00 |
| HEA2305 | Dwarf Blood Bones with Axes | $18.00 |
| HEA2306 | Elf Axe Men | $18.00 |
| HEA2307 | Firstborn Knights with Swords | $18.00 |
| HEA2308 | Firstborn Knights with Maces | $18.00 |
| HEA2309 | One King Crossbowmen | $18.00 |
| HEA2310 | Devout Followers with 2 Handed Swords | $18.00 |
| HEA2311 | Orc Swordsmen | $18.00 |
| HEA2312 | Dwarf Vulture Mallet Warriors | $18.00 |
| HEA2313 | Dwarf Dark Tusk Swordsmen | $18.00 |
| HEA2314 | Dwarf Blood-Bone Axemen | $18.00 |
| HEA2315 | Elf Spearmen | $18.00 |
| HEA2316 | Firstborn Archers | $18.00 |
| HEA2317 | Dark Eye Warriors | $18.00 |
| HEA2318 | Cursed Warriors | $18.00 |
| HEA2501 | Orc Assault Warrior Leader | $6.50 |
| HEA2502 | Orc Assault Warrior Standard | $6.50 |
| HEA2503 | Elf Axeman Hero | $6.50 |
| HEA2504 | Elf Axeman Leader | $6.50 |
| HEA2505 | Elf Axeman Standard | $6.50 |
| HEA2506 | Firstborn Crossbowman Leader | $6.50 |
| HEA2507 | Devout Follower Leader | $6.50 |
| HEA2508 | Devout Follower Standard | $6.50 |
| HEA2509 | Devout Warped Lord | $6.50 |
| HEA2510 | Goblin Swordmaster Leader | $6.50 |
| HEA2511 | Elf Spearmen Leader | $6.50 |
| HEA2512 | Elf Spearmen Standard Bearer | $6.50 |
| HEA2513 | Elf Great Swordmaster | $6.50 |
| HEA2514 | Firstborn Archer Leader | $6.50 |
| HEA2515 | Firstborn Knight Hero with Sword | $6.50 |
| HEA2516 | Firstborn Knight Hero with Mace | $6.50 |

# Fantasy Warriors

GRE **FANTASY WARRIORS 2nd Ed**

It's back, as an all new edition! Stratelibri in Italy bought out Grenadier USA and UK, and are not only offering the entire old range of Fantasy Warriors figures, but they have completely re-done the Fantasy Warriors game, written in English, of course! The game includes 102 plastic and 6 metal exaggerated 25mm figures of orcs and dwarves by Nick Lund, superior art, graphics, and rulesbook, 150 counters, dice, distance ruler, reference sheet, etc. with a huge range of figures that are comparitively cheap! To play the game, each player controls an army which is headed by a warchief, who issues orders to the troops under his command. Giving the right orders and changing them when the moment is right is the essence of generalship in tis game. You can use from 20 figures a side to several hundred figures a side. There is no book keeping. Game mechanics include pre-battle scouting, boasts and omens, issuing threats, shooting, movement and reorganisation, combat, influence, command tests, individuals, battleleaders, warchiefs, magic and talismans. Rules are 48 pages, and includes army lists and piont values for Barbarians, Dwarves, Goblins, Ogres, 15th Century Men, Orcs, Trolls, and Wood Elves. The 108 miniatures included make up two 1,100 point armies! **$75.00**

## Fantasy Warriors Miniatures

### DWARF ARMY PACKS

Blisters with ( ) exaggerated 25mm figures by Nick Lund. Most packs have multiples of the same figure.

| | | |
|---|---|---|
| GRENM100 | DWARF BEAR RIDERS W/LANCES (2) | $12.00 |
| GRENM101 | DWARF BEAR RIDERS W/AXE (2) | $12.00 |
| GRENM102 | DWARF GIANT CROSSBOW & 2 CREW | $9.00 |
| GRENM103 | DWARF HAILSTORMERS: ARCHERS(5) | $12.00 |
| GRENM104 | DWARF RED HELMS: AXEMEN (2) | $6.50 |
| GRENM105 | DWARF GUARDIANS: CROSSBOWS (5) | $12.00 |
| GRENM106 | DWARF IRONCRUSHERS:HAMMERERS 5 | $12.00 |
| GRENM107 | DWARF PHALANX: SPEAR & SH (5) | $12.00 |
| GRENM108 | DWARF BLADEBREAKERS:SPEARS (5) | $12.00 |
| GRENM109 | DWARF MAGES (2) | $6.50 |
| GRENM110 | DWARF COMMANDER & STANDARD (2) | $6.50 |
| GRENM111 | DWARF MORTAR & 2 CREW | $12.00 |
| GRENM112 | DWARF SENTINELS: CROSSBOW (5) | $12.00 |
| GRENM113 | DWARF DELLWRECKER:HERO W/MACE | $5.00 |
| GRENM114 | DWARF DRUMMERS (2) | $6.50 |
| GRENM115 | DWARF SCOUT & CHAMPIONS (3) | $9.00 |
| GRENM116 | DWARF MASTERS: BERSERKERS (4) | $12.00 |
| GRENM117 | DWARF MILITIA: SHIELD & AXE(5) | $12.00 |
| GRENM118 | DWARF PASSGUARDS:2HD MACES (5) | $12.00 |
| GRENM119 | DWARF THE DAMNED:SPEARMEN (5) | $12.00 |

A Selection of Fantasy Warriors Dwarves

### DWARF INDIVIDUALS

Blisters with ( ) exaggerated 25mm figures by Nick Lund or Mark Copplestone (if stated.)

| | | |
|---|---|---|
| GRE1466 | DWARF MORTAR & 2 CREW same as NM111 | $12.00 |
| GRE5620 | DWARF WARCHIEF W/ HAMMER Copplestone | $4.00 |
| GRE5630 | DWARF WARCHIEF (1) | $4.00 |
| GRE8503 | DWARVEN HAND GUNNERS (2) | $6.00 |
| GRE8504 | DWARVEN COMMAND DRUMMER, STAND | $6.00 |
| GRE8533 | DWARVEN BEAR RIDER W/ AXE Copplestone | $9.00 |
| GRE8534 | BEAR RIDING STANDARD BEARER Copplestone | $9.00 |

### ORC ARMY PACKS

Blisters with ( ) exaggerated 25mm figures by Nick Lund. Most packs have multiples of the same figure.

| | | |
|---|---|---|
| GRENM200 | ORC GENERAL ON WOLF (1) | $9.00 |
| GRENM201 | ORC WOLF RIDER LANCERS (2) | $12.00 |
| GRENM202 | ORC WOLF RIDER ARCHERS (2) | $12.00 |
| GRENM203 | ORC LORDS: ARCHERS (4) | $12.00 |
| GRENM204 | ORC TORMENTORS: AXEMEN (4) | $12.00 |
| GRENM205 | ORC SCARLET LANCERS:SPEARS(4) | $12.00 |
| GRENM206 | ORC BALLISTA & 2 CREW | $9.00 |
| GRENM207 | ORC WARRIORS WITH SCIMITARS(4) | $12.00 |
| GRENM208 | ORC HUNTERS WITH SCIMITARS(4) | $12.00 |
| GRENM209 | ORC ARCHERS OF THE HORDE (4) | $12.00 |
| GRENM210 | ORC REAPERS: HALBERDIERS (4) | $12.00 |
| GRENM211 | ORC HERETICS: SPEARMEN (4) | $12.00 |
| GRENM212 | ORC WOLF RIDERS DRUMMER&BANNER | $12.00 |
| GRENM213 | ORC ARCHERS OF THE PLAINS(4) | $12.00 |
| GRENM214 | ORC HERO: HUWKA THE PITILESS | $5.00 |
| GRENM215 | ORC PLAGUED: CLUB & SHIELD(4) | $12.00 |
| GRENM216 | SWASUA'S ORCS: MACEMEN(4) | $12.00 |
| GRENM217 | HUWKA'S ORC LINE: SCIMITARS(4) | $12.00 |
| GRENM218 | ORC BANNER BEARER & MUSICIAN | $6.50 |
| GRENM219 | ORC GENERAL & CHAMPION (2) | $9.00 |

A Selection of Fantasy Warriors Orcs

### ORC INDIVIDUALS

Blisters with ( ) exaggerated 25mm figures by Nick Lund or Mark Copplestone (if stated.)

| | | |
|---|---|---|
| GRE1432 | HALF ORCS WITH HAND WEAPONS(5) Copp | $13.50 |
| GRE1437 | HALF ORCS WITH BOWS (5) by Copplestone | $13.50 |
| GRE1441 | HALF ORC COMMAND (4) by Copplestone | $12.50 |
| GRE5618 | GOBLIN LEADER (1) | $4.00 |
| GRE5624 | GIANT ORC WARRIOR WITH MACE | $6.00 |
| GRE5625 | GIANT ORC WARRIOR W/SCIMITAR | $6.00 |
| GRE5626 | GIANT ORC WARRIOR W/CLEAVER | $6.00 |
| GRE5627 | ORC WARCHIEF WITH SCIMITAR | $6.00 |
| GRE5628 | ORC SHAMAN (1) | $4.00 |
| GRE5629 | ORC MUSICIAN (1) | $4.00 |
| GRE5631 | GOBLIN WARCHIEF (1) | $4.00 |
| GRE8506 | ORC WAR CHIEF (1) | $6.00 |
| GRE8507 | ORC BATTLE LEADER | $6.00 |
| GRE8517 | BATTLE ORCS: AXE & CLUB (2) | $6.00 |
| GRE8516 | BATTLE ORCS: MACE & SPEAR (2) | $6.00 |
| GRE8528 | ORC WOLF RIDER HERO (1) | $9.00 |

### BARBARIAN ARMY PACKS

Blisters with ( ) exaggerated 25mm figures by Mark Copplestone. Most packs have multiples of the same figure.

| | | |
|---|---|---|
| GRENM300 | BARBARIAN WARRIORS AXE & SH(4) | $12.00 |
| GRENM301 | BARBARIAN VETERANS AXE &SH (4) | $12.00 |

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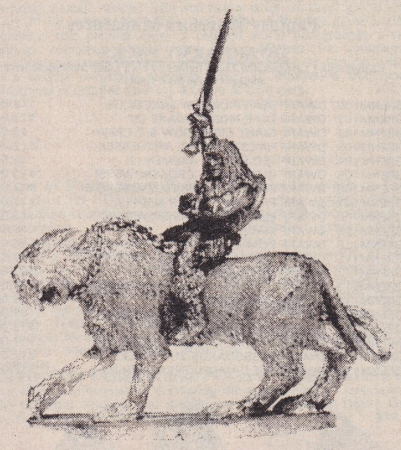
| GRENM319 | BARBARIAN MERCENARIES (2) | $6.50 |



GRENM313 Barbarian Beastmaster Hero (Also GRE1445)

## BARBARIANS

Blisters with ( ) exaggerated 25m figures by Mark Copplestone

| | | |
|---|---|---|
| GRE1411 | BARBARIANS W/HAND WEAPON &SH 5 | $13.50 |
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| GRE1423 | BARBARIAN WARRIORS (5) | $13.50 |
| GRE1426 | BARBARIAN ARCHERS (5) | $13.50 |
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| GRE1451 | BARBARIAN CAVALRY W/SWORDS(2) | $12.50 |
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| GRE1457 | BARBARIAN CAVALRY WITH AXES(2) | $12.50 |
| GRE5611 | BARBARIAN (1) MULTIPLE WEAPONS | $4.00 |
| GRE5615 | BARBARIAN HERO WITH 2 HD SWORD | $4.00 |
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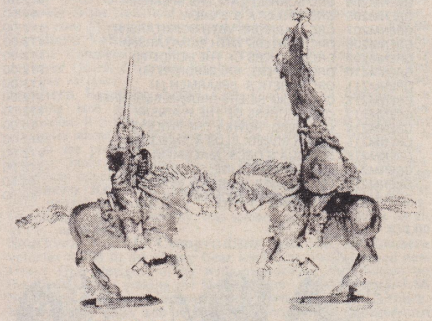
| GRE5617 | BARBARIAN BATTLELEADER (1) | $5.00 |
| GRE5621 | BARBARIAN WARCHIEF (1) | $4.00 |
| GRE8501 | BARBARIAN KING & TRUMPETER (2) | $6.00 |
| GRE8502 | BARBARIAN KING'S STANDARD (1) | $6.00 |
| GRE8514 | MOUNTED BARBARIAN HERO (1) | $6.00 |



GRE1454 Barbarian Mounted Command

## 15th Century Humans

Blisters with ( ) exaggerated 25m figures by Mark Copplestone

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|---|---|---|
| GRE1404 | FIGHTING MEN WITH LONGBOWS (5) | $13.50 |
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| GRE1415 | FIGHTING MEN WITH GUNS (5) | $13.50 |
| GRE1418 | FOOT PALADINS (5) | $13.50 |
| GRE1419 | CITY GUARDS: PIKE OR HALBRD(5) | $13.50 |
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| GRE1433 | HUMANS: WIZARDS & PRIESTS (5) | $13.50 |
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| GRE1449 | MOUNTED MEN AT ARMS (2) | $12.50 |
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| GRE8511 | IMPERIAL ARMY FOOT KNIGHTS (2) | $6.00 |
| GRE8519 | TOOLANI HALBERDIER SERGEANTS 2 | $6.00 |
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## Dark Elves

Blisters with ( ) exaggerated 25m figures by Mark Copplestone

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| GRE1453 | DARK ELF RAPTOR RIDER LEADER 1 | $9.00 |
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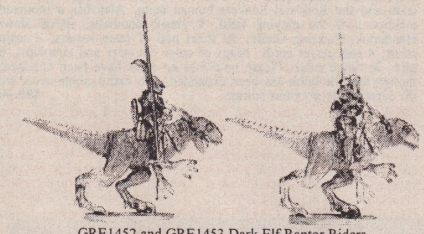
| GRE1468 | DARK ELF COMMAND (2) | $6.00 |
| GRE1474 | DARK ELF RAPTOR STANDARD BEARR | $9.00 |
| GRE8512 | DARK ELF COMMAND STAND & MUSO | $6.00 |
| GRE8513 | DARK ELF CROSSBOWMEN (2) | $6.00 |
| GRE8515 | DARK ELF COMMAND STAND & LEADR | $6.00 |
| GRE8518 | DARK ELF CHAMPION WITH HERO 2 | $6.00 |
| GRE8520 | DARK ELF INFANTRY (2) | $6.00 |



GRE1452 and GRE1453 Dark Elf Raptor Riders

## Halflings

Blisters with ( ) exaggerated 25m figures by Mark Copplestone

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|---|---|---|
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GRE1439 Halflings

## High Elves

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| GRE1438 | HIGH ELF CAVALRY W/SWORDS (2) | $12.50 |
| GRE1444 | HIGH ELF COMMAND (4) | $12.50 |
| GRE1456 | HIGH ELF HORSE ARCHERS (2) | $12.50 |
| GRE1465 | HIGH ELF MTD WARCHIEF & STANDR | $12.50 |
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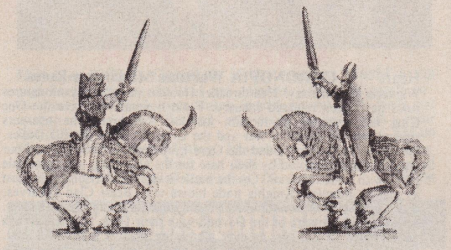

1438

## Wood Elves

Blisters with ( ) exaggerated 25m figures by Mark Copplestone

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| GRE1425 | WOOD ELF CAVALRY COMMAND (2) | $12.50 |
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## Various Fantasy Figures

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# De Bellis Fantasticus

**❍ DBF De Bellis Fantasticus: Here There Be Dragons** It has been my dream to use DBM rules to play battles from *The Lord of the Rings*. Well, my dream has come true! WRG have just released DBF, the fantasy rules supplement for DBM! (You must own DBM to use this book) The book adds several new troop types, being Flying Behemoths, such as flying dragons, Flyers, such as Gryphons, giant eagles, Wraiths on flying mounts; Flying Vehicles, such as giant balloons, steam driven flying ships; Behemoths, such as wingless dragons, great demons, great wyverns, dinosaurs; Giants, including those with missile platforms; Large Humanoids, such as trolls, ogres, ents, minotaurs, elementals; Undead, and unicorns. Each type normally has (S), (O), (I), (F) and (X) ratings. Allowances are made for huge monsters having double width & depth bases, which fight much like war wagons. All the above troops have their own combat factors, and most then fight either as elephants, naval, war wagons, or warband. Trolls, for example, are Large Humanoids, with a factor of 3 vs mounted and 4 vs foot, but they are classed as warband, and so benefit from having another supporting rank of warband. There are rules for flying, great rules for heroes, who can slay even the biggest monsters, some monsters can purchase a magical power, and rules for Magi, or wizards. Each wizard costs 40 points extra, receive their own pip dice each turn, and use those pips to activate any of the 11 spell types. The book then has three sections of army lists. The first army lists are based on other popular fantasy miniatures games, and cover Imperial Humans, Undead, Lizardmen, Ratmen, elves, etc. The second section are mythological army lists, and so have mythological Japan, Egypt, Rome, Greece, Celtic, Norse, etc. And the third section is my favorite - the traditional army lists, ie, inspired by *The Lord of the Rings*. Please note that this supplement allows you to use any 28mm figures without having to rebase them. Covers scales 25mm, 15mm, 6mm & 2mm. **$18.00**

# Hordes of the Things

WRG **HORDES OF THE THINGS**

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. **$16.00**

## Hordes of the Things 15mm Armies

15mm metal figures by Irregular Miniatures.

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RF008 Imperial Rangers

# Legend of the Five Rings
# Clan War

AEG **CLAN WAR Legend of the Five Rings**
Fantasy miniatures wargaming in the Emerald Empire. Samurai, shugenja, and mythological creatures meet to do battle in Legend of the Five Ring's Rokugan! Includes everything a player could need to play, including rules, army lists, dice, tactical cards and 58 25mm metal miniatures! This is an exciting game of tactics, strategy and honor. Finally, a fantasy miniatures game without orks and elves! **$150.00**

## Clan War Miniatures
28mm metal figures.

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(28 unaligned metal infantry, 7 each of 4 different types. half archers, half infantry)
ALD12-003 Clan War Cavalry Expansion.....$80.00
(12 unaligned metal cavalry, 6 each of 2 different riders and horses)
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# RAFM

## CALL OF CTHULHU

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### Angels etc

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# RAL PARTHA

## Ral Partha's Battlestorm

**Ral Partha's BATTLESTORM** Ral Partha have at last released their own fantasy miniatures rules! Battlestorm uses a simple combat system that stresses action, reaction and interaction. Attackers declare any melee combat before they move. This way the opponent has the option of counter-attacking, fleeing or even attacking some other unit. Combat can fire off an exciting chain reaction that suddenly draws many units into the fray. These are called *battlestorms* and they often mean a battle can hinge on a few critical decisions that cause an explosion of carnage. These rules are designed for the bold commander who wants to feel the rush of adrenaline as his troops become enmeshed in a tactical chess match with all the violence and pageantry of a medieval fantasy battle. 160 full color pages with heaps of color photos of Ral Partha miniatures, includes army lists and stats for Savages, Barbarians, Reavers, Tyrants, Dragons, Dwarves, Goblins, Orcs, High Elves, Humans, Undead, Trolls, Ogres, and heaps of monsters and animals, etc. **$48.00**

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**11-405**
**Ogre Mage**

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| RAL01019 | ANGEL OF DEATH W/SCYTHE | $8.25 |
| RAL01027 | RANGERS. MTD & ON FOOT | $11.25 |
| RAL01028 | GREMLIN WAR PARTY (3) | $11.00 |
| RAL01030 | WRAITH WITH SICKLE | $4.00 |
| RAL01032 | CENTAUR | $3.50 |
| RAL01038 | WINGED PANTHER (1) | $9.25 |
| RAL01040 | WEREBEAR (1) | $9.25 |
| RAL01050 | GIANT WYVERN | $12.00 |
| RAL01066 | NECROMANCERS (3) | $11.00 |
| RAL01068 | DRAGON BLISTER | $17.95 |
| RAL01071 | UNICORN WITH MTD MAID | $8.25 |
| RAL01072 | COLD DRAKE | $16.95 |
| RAL01083 | WAR DRAGON | $19.95 |
| RAL01090 | STORM GIANT WITH AXE | $11.25 |
| RAL01091 | MTD ELF HERO IN PLATE | $11.50 |
| RAL01093 | ANTI-PALADIN MTD & FOOT | $11.25 |
| RAL01094 | GOLDEN DRAGON | $38.95 |
| RAL01095 | JABBERWOCK (1) | $11.25 |
| RAL01096 | HIPPOGRIFF (1) | $8.50 |
| RAL01114 | THIEVES (4) | $12.75 |
| RAL01124 | WARRIORS OF CHAOS (4) | $12.75 |
| RAL01126 | MTD CHAOS LORD W/SWORD | $11.25 |
| RAL01128 | BRIGANDS TREASURE CARAVAN | $18.95 |
| RAL01129 | CELESTIAL DRAGON | $19.95 |
| RAL01134 | LAWFUL FIGHTIN' COMPAN | $7.25 |
| RAL01135 | LAWFUL SWORDMASTERS (2) | $7.25 |
| RAL01136 | CHAOTIC DOOM KNIGHTS (2) | $7.25 |
| RAL01138 | BLACK DRAGON | $19.50 |
| RAL01139 | BLUE DRAGON | $19.50 |
| RAL01143 | MALKOTIAN SPEARMEN (2) | $7.50 |
| RAL01151 | SEA DRAGON | $18.95 |
| RAL01155 | GIANT GRIFFON (1) | $13.25 |
| RAL01159 | ELITE ARMOURED DWARF GUARDS | $7.25 |
| RAL01162 | EVIL CRIMSON DRAGON (1) | $16.95 |
| RAL01163 | FIRE DRAKE (1) | $16.00 |
| RAL01164 | ELF ANTI-HERO WITH SLAVE GIRL | $10.25 |
| RAL01165 | DANCING GIRLS (3) | $10.25 |
| RAL01167 | LIZARDMEN & WATCHDOG | $12.75 |
| RAL01168 | DWARF, ELF & CHAARNA | $10.25 |
| RAL01169 | KROGAR THE GORILLAMAN&DAMSEL | $16.00 |
| RAL01170 | THE THIEVES' GUILD | $10.25 |
| RAL01171 | WHITE WORM (1) | $17.50 |
| RAL01172 | HIGHLAND DRAGON & CONSORT | $18.50 |
| RAL01173 | SORCERESS ON PALANQUIN | $15.00 |
| RAL01174 | BARBARIAN DWARVES | $11.00 |
| RAL01175 | NUADHA SILVERHAND | $8.50 |
| RAL01176 | JUGURTHA 4 ARMED TITAN | $16.00 |
| RAL01177 | DAMSEL IN DISTRESS | $12.95 |
| RAL01178 | DEMON WOMEN (3) | $11.50 |
| RAL01179 | PERSEUS VERSES THE KRAKEN | $19.95 |
| RAL01180 | WINGED LION | $10.25 |
| RAL01181 | PEGASUS & MOUNTED VALKYRI | $12.75 |
| RAL01182 | DWARF DRAGON FIGHTER (3) | $10.25 |
| RAL01183 | DWARF SHIELD MAIDENS (3) | $10.25 |
| RAL01184 | EVIL DRAGON AND CAPTIVE | $17.95 |
| RAL01185 | DWARF ADVENTURERS (3) | $14.00 |
| RAL01186 | MIZOR SUMMONED DEMON LORD | $9.25 |
| RAL01187 | KINGS (4) | $14.00 |
| RAL01188 | QUEENS (4) | $14.00 |
| RAL01189 | BEOWULF AND GRENDEL | $9.75 |
| RAL01190 | SINBAD ON FLYING CARPET | $9.75 |
| RAL01314 | BRASS DRAGON | $18.95 |
| RAL01401 | WHITE WIZARD | $11.50 |
| RAL01402 | CARN. WARRIOR/MAGE | $11.50 |
| RAL01404 | LEONARA. WARRIOR CHAMPION | $11.50 |
| RAL01405 | CZARCHON. WITCH KING | $11.50 |
| RAL01406 | EVIL SUPERHERO W/AXE & SHLD | $11.50 |
| RAL01407 | PALADIN MTD W/SWORD & SHLD | $11.50 |
| RAL01408 | BLACK PRINCE MTD W/AXE & LANCE | $11.50 |
| RAL01410 | SIMON PENITENCER | $11.50 |
| RAL01411 | MANDRONE THE EXORCIST | $12.95 |
| RAL01412 | VALAZ RAVENHEART | $11.50 |
| RAL01413 | BROK THE MALEVOLENT | $12.95 |
| RAL01414 | SARAK BLOODBEAST | $12.95 |
| RAL01415 | BARON DIABOLAK DEATH KNIGHT | $12.95 |
| RAL01416 | LADY PALADIN MTD & FT | $12.95 |
| RAL01417 | NOMAD WARRIOR WOMAN (FT&MTD) | $12.95 |
| RAL01503 | GREAT RED DRAGON | $99.95 |
| RAL01504 | TAKHISIS RULER CHROMATIC DRAGN | $122.95 |
| RAL01505 | DRACOLICH LIMITED ED | $99.95 |
| RAL01506 | SLAVE AUCTION LIMITED EDITION | $99.95 |
| RAL01507 | GOLDEN CHAOS DRAGON L ELMORE | $139.95 |
| RAL01601 | DWARF CHAMPION W/SWORD (1) | $4.00 |
| RAL01602 | ORC KING W/SWORD (1) | $4.00 |
| RAL01603 | NECROMANCER W/WAND (1) | $4.00 |
| RAL01604 | CHAOS DEATHMASTER W/SCYTHE (1) | $5.00 |
| RAL01605 | GNOME MASTER THIEF W/SWRD (1) | $4.00 |
| RAL01606 | WAR GOD | $9.75 |
| RAL01607 | GODDESS OF EVIL | $9.75 |
| RAL01608 | GODDESS OF LOVE | $9.75 |
| RAL01609 | SUN GOD | $9.75 |
| RAL01700 | MAN WITH MEGALICTIS | $9.75 |
| RAL01701 | MAN WITH CAVE LION | $9.50 |
| RAL01702 | MALE WITH RUNNING HYENA | $9.75 |
| RAL01703 | WOMAN WITH SABERTOOTH TIGER | $9.75 |
| RAL01704 | DORAK WITH HYAENODON | $9.75 |
| RAL01705 | VRINA WITH LIGER | $9.75 |
| RAL01706 | VELMA & CAVE HYENA | $9.75 |
| RAL01707 | TALLEAH WITH CHEETAH | $9.75 |
| RAL01708 | BYDAN WITH OSTEOBORUS | $9.75 |
| RAL01709 | SHONA & DOGBEAR | $9.75 |
| RAL01710 | HUNTRESS AND HUNTING DRAGON | $12.95 |
| RAL01711 | IVEA THE BATTLE QUEEN & WOLF | $7.25 |
| RAL01712 | VELOCIRAPTORS | $13.50 |
| RAL01713 | KALA WITH PHORHUSRACOS | $11.00 |
| RAL01714 | DANAE WITH SMILODON | $9.75 |

RAL01333 - Wizard Three Stage Character

## 3-STAGE CHARACTERS
Each with 3 x 25mm figures representing low. mid. high character classes.

| | | |
|---|---|---|
| RAL01315 | FIGHTER PLAYER CHARACTER (3) | $10.25 |
| RAL01316 | RANGER PLAYER CHARACTER (3) | $10.25 |
| RAL01317 | MAGIC USER PLAYER CHARACTER(3) | $10.25 |
| RAL01318 | HOBBIT THIEF 3-STAGE CHRCTR(3) | $10.25 |
| RAL01319 | ELF THIEF PLAYER CHARACTER (3) | $10.25 |
| RAL01320 | PALADIN PLAYER CHARACTER (3) | $10.25 |
| RAL01321 | HUMAN ASSASSIN 3-STAGE CHAR(3) | $10.25 |
| RAL01322 | BARBARIAN PLAYER CHARACTER (3) | $10.25 |
| RAL01323 | DWARF FIGHTER (3 STAGE) (3) | $10.25 |
| RAL01324 | ELF FIGHTER (3 STAGE) (3) | $10.25 |
| RAL01325 | DRUID (3 STAGE) (3) | $10.25 |
| RAL01326 | CLERIC 3-STAGED CHARACTER (3) | $10.25 |
| RAL01328 | ANTI-PALADIN (3) | $10.25 |
| RAL01329 | ELF FIGHTER/MAGE (3) | $10.25 |
| RAL01330 | FIGHTER W/AXE (3) | $10.25 |
| RAL01332 | FEMALE FIGHTERS (3) | $11.00 |
| RAL01333 | WIZARD MAGE W/STAFF (3) | $10.25 |
| RAL01334 | GNOME ILLUSIONIST (3) | $10.25 |
| RAL01336 | NINJA PLAYER CHARACTER (3) | $10.25 |
| RAL01337 | FEMALE MAGIC USER (3) | $10.25 |

## FANTASY ARMY PACKS
Most of this range are the new 28mm figures. with 4 - 6 foot or 2 - 3 cavalry

| | | |
|---|---|---|
| RAL02001 | HIGH ELVES WITH SWORDS (6) | $14.50 |
| RAL02002 | HIGH ELVES WITH POLEARMS (6) | $14.50 |
| RAL02003 | HIGH ELVES WITH SPEARS (6) | $14.50 |
| RAL02004 | HIGH ELVES FIRING BOWS (6) | $14.50 |
| RAL02005 | FEMALE HIGH ELVES W/BOWS (6) | $14.50 |
| RAL02006 | HIGH ELF REGULARS W/SWORDS (6) | $14.50 |
| RAL02007 | HIGH ELF REGULARS W/SPEARS (6) | $14.50 |
| RAL02008 | HIGH ELF REGULARS W/AXES (6) | $14.50 |
| RAL02009 | HIGH ELF REGULARS W/BOWS (6) | $14.50 |
| RAL02010 | FEMALE HIGH ELF REG W/BOW (6) | $14.50 |
| RAL02011 | IRREGULAR ELF SERGEANTS (5) | $16.95 |
| RAL02012 | REGULAR ELF SERGEANTS (5) | $16.95 |
| RAL02013 | HIGH ELVEN MTD LANCERS (2) | $19.50 |
| RAL02014 | HIGH ELF HORSE ARCHERS (2) | $17.95 |
| RAL02015 | HIGH ELVEN WARLORD (1) | $7.75 |
| RAL02016 | HIGH ELVEN COMMAND (3) | $15.00 |
| RAL02030 | DWARVEN ENGINEERS (6) | $14.00 |
| RAL02031 | DWARVEN AXEMEN (6) | $14.00 |
| RAL02032 | ELITE DWARF AXEMEN MIXED (6) | $14.00 |
| RAL02033 | DWARVES WITH 2 HANDED AXES (6) | $12.95 |
| RAL02034 | DWARVEN CAVALRY (3) | $14.00 |
| RAL02035 | DWARVEN ARQUEBUSIERS (6) | $14.00 |
| RAL02036 | DWARF WHAMMER (6) | $14.00 |
| RAL02037 | DWARVEN SWORDSMEN (6) | $14.00 |
| RAL02038 | DWARF W/CROSSBOW (6) | $14.00 |
| RAL02039 | DWARVEN COMMAND (4) | $14.00 |
| RAL02049 | GOBLIN COMMAND (4) | $14.00 |
| RAL02050 | MIXED IMP SKIRMISHERS (8) | $14.00 |
| RAL02051 | GOBLIN SPEARMEN (6) | $14.00 |
| RAL02052 | GOBLIN SWORDSMEN (6) | $14.00 |
| RAL02053 | GOBLIN ARCHERS (6) | $14.00 |
| RAL02054 | GOBLIN BERSERKERS (6) | $14.00 |
| RAL02060 | GOBLIN WAR CHARIOT | $28.50 |
| RAL02061 | GOBLIN WOLF RIDER (3) | $15.00 |
| RAL02062 | LESSER ORC ARCHERS (25mm scale) | $12.95 |
| RAL02065 | LESSER ORC MELEE TROOPS (25mm scale) | $12.95 |
| RAL02072 | MIXED ORC SWORDMEN (6) (25mm scale) | $14.00 |
| RAL02073 | KORGS KILLERS (6 ORCS) (25mm scale) | $14.00 |
| RAL02077 | ORC ARCHERS (6) (25mm scale) | $14.00 |
| RAL02079 | ORC COMMAND GROUP (4) (25mm scale) | $14.00 |
| RAL02080 | ORC LEGIONARIES (6) | $13.50 |
| RAL02081 | ORC HEAVY LEGIONARIES (6) | $14.00 |
| RAL02082 | ORC AUXILIARY ARCHERS (6) | $14.00 |
| RAL02083 | ORC GLADIATOR AUXILIARIES (6) | $14.00 |
| RAL02084 | ORC LEADER & GUARDS (5) | $14.00 |
| RAL02086 | WILD ORC LIGHT INFANTRY (6) | $12.95 |
| RAL02087 | WILD ORC HEAVY INFANTRY (6) | $12.95 |
| RAL02089 | WILD ORC BOAR RIDERS (3) | $12.95 |
| RAL02094 | WOLF RIDERS & WOLF (4) (25mm scale) | $14.00 |
| RAL02095 | CENTAUR SKIRMISHERS (25mm scale) | $14.00 |
| RAL02110 | LORD GOODWINS COMMAND (4) | $14.00 |
| RAL02111 | KNIGHTS OF JUSTICE (3) | $14.00 |
| RAL02112 | LANCERS OF JUSTICE (3) | $14.00 |
| RAL02113 | LEGION OF JUSTICE ARCHERS (6) | $14.00 |
| RAL02114 | JUSTICE LEGION FOOT SOLDIERS 6 | $14.00 |
| RAL02140 | TROLL SHAMAN & LEADER (2) | $14.00 |
| RAL02141 | TROLL STANDARD & DRUMMER (2) | $14.00 |
| RAL02142 | TROLL ROCK THROWERS (3) | $14.00 |
| RAL02143 | TROLL HEAVY INFANTRY (3_ | $14.00 |
| RAL02144 | TROLL LIGHT INFANTRY (3) | $14.00 |
| RAL02145 | OGRE COMMANDER (1) | $9.25 |
| RAL02146 | OGRE STANDARD (1) | $9.25 |
| RAL02147 | OGRE HEAVY ASSAULT TROOPS (2) | $14.00 |
| RAL02148 | OGRE WARRIOR (2) | $14.00 |
| RAL02149 | OGRE SPEARMEN (2) | $13.90 |
| RAL02150 | OGRE CHAMPION & HERALD (2) | $15.50 |
| RAL02151 | OGRE GUARDSMEN (2) | $14.00 |
| RAL02152 | OGRE ASSAULT BOWMEN (2) | $15.25 |
| RAL02161 | DWARF BOMBARD & (3) CREW | $14.00 |
| RAL02162 | DWARF FLMRTHR & (4) CREW | $19.95 |
| RAL02163 | DWARF CATAPLT & (3) CREW | $19.95 |
| RAL02164 | TROLL CATAPULT & LOADER | $14.00 |
| RAL02165 | OGRE BALLISTA (1) | $19.95 |
| RAL02180 | SKELETONS FOOT COMMAND (4) | $14.50 |
| RAL02181 | SKELETONS WITH SWORDS (6) | $14.50 |
| RAL02182 | SKELETONS WITH BOWS (6) | $14.50 |
| RAL02183 | SKELETONS WITH SPEARS (6) | $14.50 |
| RAL02184 | ARMORED SKELETONS (6) | $14.50 |
| RAL02185 | LIGHT SKELETON CAVALRY (2) | $14.50 |
| RAL02186 | ARMORED SKELETON CAVALRY (2) | $17.95 |
| RAL02187 | SKELETON MOUNTED COMMAND (2) | $17.95 |
| RAL02188 | SKELETAL FOOT KNIGHTS SWRDS(4) | $14.50 |
| RAL02189 | SKELETON HORSE ARCHERS (2) | $17.95 |
| RAL02190 | SKELETAL BALLISTA & CREW | $14.00 |
| RAL02191 | SKELETAL HEROES (3) | $14.50 |
| RAL02200 | REAVER MARINES (6) | $14.50 |
| RAL02201 | REAVERS: SLAVERS (6) | $14.50 |
| RAL02202 | REAVER WAR WITCHES (3) | $14.50 |
| RAL02203 | BARBARIAN REAVER SCOUTS (4) | $13.50 |
| RAL02204 | TYRANTS: WARRIORS W/WPNS (6) | $14.50 |
| RAL02205 | TYRANTS: WARRIORS. SHD.SWRD(6) | $14.50 |
| RAL02206 | TYRANTS:ADVENTURERS W/SPEARS 4 | $14.50 |
| RAL02207 | BARBARIAN FOOT COMMAND (3) | $14.50 |
| RAL02208 | TYRANT BERSERKERS (4) | $14.50 |
| RAL02209 | TYRANT SHIELD MAIDENS (4) | $14.50 |
| RAL02210 | TYRANT CROSSBOWMEN (4) | $14.50 |
| RAL02211 | TYRANT CHAMPION (1) | $7.50 |
| RAL02212 | SAVAGES: BOWMEN (6) | $14.50 |
| RAL02213 | SAVAGES: SKIRMISHERS (6) | $14.50 |
| RAL02214 | BARBARIAN TRACKER W/WARBEASTS | $15.50 |
| RAL02215 | BARBARIAN SPIRIT WALKERS (4) | $13.50 |
| RAL02216 | HORSE LORDS LANCERS (2) | $18.95 |
| RAL02217 | AMAZON HORSE ARCHERS (3) | $16.95 |
| RAL02218 | BARBARIAN MOUNTED COMMAND (2) | $19.50 |
| RAL02221 | BARBARIAN HORSE LORD PRIESTESS | $15.50 |
| RAL02230 | CHAOS IMPERIUM COMMAND (3) | $14.50 |
| RAL02231 | CHAOS MISSILE TROOPS (4) | $14.00 |
| RAL02232 | CHAOS GUARDSMEN (4) | $14.00 |
| RAL02233 | FOOT KNIGHTS (4) | $14.00 |
| RAL02234 | CRIMSON DEATH AMAZONS (4) | $14.00 |
| RAL02235 | CHAOS IMPERIUM BERSERKERS (4) | $14.00 |
| RAL02236 | SHOCK TROOPERS WITH PIKE (2) | $14.00 |
| RAL02237 | LT SKIRMISHER BEASTMEN (4) | $14.00 |
| RAL02238 | CHAOS HEAVY ASSAULT BEASTMEN 4 | $14.00 |
| RAL02239 | SCROPION MAN SHOCK LORD | $11.75 |
| RAL02240 | CHAOS BEASTMEN CAVALRY (2) | $15.00 |
| RAL02241 | CHAOS HEAVY CAVALRY (2) | $19.50 |

| | | |
|---|---|---|
| RAL02242 | MOUNTED DEATH KNIGHTS LANCE(2) | $19.50 |
| RAL02243 | CHAOS IMPERIUM MTD KNIGHTS (2) | $19.50 |
| RAL02244 | WAR WIZARDS MOUNTED & FOOT | $14.00 |
| RAL02245 | CHAOS WAR MONKS (3) & BISHOP | $16.95 |
| RAL02246 | CHAOS WINGED WAR DEMONS (2) | $15.00 |

RAL02145 Ogre Commander & RAL02146 Ogre Standard

## FANTASY CHARACTERS

Each blister contains 1 25mm figure.

| | | |
|---|---|---|
| RAL02227 | HALFINGS W/BOWS & SLINGSdelete | $3.50 |
| RAL02301 | FIGHTER IN PLATEMAIL W/HELMET | $4.00 |
| RAL02302 | PALADIN W/GREATSWORD | $4.00 |
| RAL02303 | RANGER IN MAIL W/BOW | $4.00 |
| RAL02304 | CHAOTIC WARRIOR W/GREATSWORD | $4.00 |
| RAL02305 | CHARGING FIGHTER | $4.00 |
| RAL02307 | HEROIC KNIGHT | $4.00 |
| RAL02310 | FEMALE FIGHTER W/ROUND SHIELD | $4.00 |
| RAL02311 | CAVALIER KNIGHT | $4.00 |
| RAL02332 | BRIGAND THIEF | $4.00 |
| RAL02334 | CLOAKED ASSASSIN | $4.00 |
| RAL02335 | NINJA ASSASSIN | $4.00 |
| RAL02336 | ROGUE THIEF | $4.00 |
| RAL02337 | FEMALE ADVENTURER THIEF (1) | $4.00 |
| RAL02338 | ELVEN THIEF (1) | $4.00 |
| RAL02351 | WIZARD W/STAFF | $4.00 |
| RAL02353 | ILLUSIONIST CONJURING | $4.00 |
| RAL02354 | EVIL WIZARD W/SKULL STAFF | $4.00 |
| RAL02355 | WIZARD W/RUNESWORD | $4.00 |
| RAL02356 | FEMALE MAGIC USER | $4.00 |
| RAL02372 | ARMORED CLERIC | $4.00 |
| RAL02373 | DRUID | $4.00 |
| RAL02375 | INQUISITOR W/SWORD OF JUSTICE | $4.00 |
| RAL02376 | FEMALE CLERIC | $4.00 |
| RAL02391 | BARD | $4.00 |

## FANTASY MONSTERS

Blisters with 1 or () scale metal figures.

| | | |
|---|---|---|
| RAL02401 | GREAT FIRE DRAGON | $19.95 |
| RAL02403 | WERETIGER | $5.00 |
| RAL02404 | GARGOYLE | $5.00 |
| RAL02405 | DEMON | $5.00 |
| RAL02406 | ARMORED MINOTAUR W/SPEAR | $5.00 |
| RAL02407 | HELL HOUNDS (3) | $10.00 |
| RAL02408 | LION CENTAURS | $10.00 |
| RAL02414 | FROST GIANT | $12.95 |
| RAL02418 | GREATER CAT LORD | $8.50 |
| RAL02419 | GUARDIAN DEMON | $11.00 |
| RAL02420 | GARGOYLES (4) | $12.50 |
| RAL02421 | DEMON TREE (1) | $10.00 |
| RAL02422 | GIANT RAT SWARM | $8.00 |
| RAL02423 | MUSHROOM MEN (4) | $10.00 |

## ENCOUNTERS OF THE IMAGINATION

Blisters with ( ) 25mm metal figures

| | | |
|---|---|---|
| RAL02500 | SLAVE MASTER & 3 SLAVES | $12.50 |
| RAL02501 | BARTENDER,2 BARMAIDS. BOUNCER | $12.50 |
| RAL02502 | ORC LORD ON THRONE W/SERVANT | $14.00 |
| RAL02505 | PIRATES & SAILORS (4) | $12.50 |
| RAL02506 | BEGGARS (4) | $12.50 |
| RAL02507 | THREE LADIES ESCORTED BY HERO | $12.50 |
| RAL02508 | WOLF PACK (7) | $15.50 |
| RAL02509 | FAMILIARS (3 SPRUES) | $9.75 |
| RAL02510 | TOWN GUARD (5) | $15.00 |
| RAL02511 | WEALTHY TRAVELLERS | $15.00 |
| RAL02513 | SKELETAL HUNTER & HOUNDS | $13.50 |
| RAL02514 | FIRE LORDS (3) | $15.00 |
| RAL02515 | CHILDREN OF THE WIND (3) | $14.00 |
| RAL02516 | EARTH MASTER (3) | $12.95 |
| RAL02517 | SEA REAVERS (4) | $12.95 |
| RAL02518 | TRAVELLING TROUPE (4) | $12.95 |
| RAL02519 | ROGUES. LOOT & CAPTIVE | $12.95 |
| RAL02520 | VIKINGS (4) | $12.50 |
| RAL02521 | CLERGY (4) | $12.50 |
| RAL02522 | ZOMBIES (4 ZOMBIES+GRAVE) | $14.00 |
| RAL02523 | PEASANT LABORERS (4) | $14.00 |
| RAL02524 | KINGS GUARDS MUSKETEERS | $14.00 |
| RAL02525 | VLAD-THE VAMPIRES LAIR | $14.00 |
| RAL02526 | PANDERER W/GUARD & LADIES | $14.00 |
| RAL02527 | BARBARIAN HERO'S ADV PARTY | $14.00 |
| RAL02528 | CLERIC & SUCCUBI (4) | $14.00 |
| RAL02529 | EXECUTIONERS & PRISONERS | $14.00 |
| RAL02600 | FIGHTERS IN PLATE ARMOR | $7.50 |
| RAL02601 | NOVICE THIEVES IN LEATHER | $7.50 |
| RAL02602 | WIZARD IN ROBES WITH STAFF | $7.50 |
| RAL02603 | DWARVEN FIGHTER IN PLATE | $7.50 |
| RAL02604 | RANGERS (MALE & FEMALE) | $7.50 |
| RAL02605 | CLERICS (MALE & FEMALE) | $7.50 |
| RAL02606 | ELVEN MAGIC USERS | $7.50 |
| RAL02607 | DRUIDS (MALE & FEMALE) | $7.50 |
| RAL02608 | PALADINS MALE & FEMALE | $7.50 |
| RAL02609 | HALF ELF RANGERS (M&F) | $7.50 |
| RAL02610 | HALFLING FIGHTER-THIEVES (M&F) | $7.50 |
| RAL02611 | LEGENDARY HEROES (M&F) | $7.50 |

## FANTASY BADGUYS

Each with 1 - 4 25mm metal figures.

| | | |
|---|---|---|
| RAL02800 | CHAOS MOUNTED KNIGHTS | $16.00 |
| RAL02801 | CHAOS LORD ON WAR BEAST | $12.00 |
| RAL02806 | BONES OF THE PAST (3) ELMORE | $10.50 |
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CIT988112 MOUNTED WIGHT CHAMPION (1) ..... $12.50

### CHAOS BOXED SETS

CIT0525 CHAOS KNIGHTS (3) ..... $30.00
CIT0529 ARBAAL THE UNDEFEATED (1) ..... $40.00
CIT0533 EGRIMM VAN HORSTMANN (1) ..... $67.50
CIT0782 CHAOS BEASTMEN WARRIORS (8) ..... $14.00
CIT0787 CHAOS WARRIORS (6) ..... $16.00
CIT0543 GREATER DEMON OF NURGLE (1) ..... $57.00
CIT979578 CHAOS WARRIOR REGIMENT (12) ..... $31.50
CIT976553 CHAOS WARRIOR HALBERDIERS (12) ..... $31.50
CIT978649 BEASTMAN CHARIOT ..... $36.00
CIT983490 CHAOS KNIGHTS REGIMENT (5) ..... $45.00
CIT979448 CHAOS MINOTAUR LORD (1) ..... $40.50
CIT986590 GREATER DAEMON OF TZEENTCH ..... $63.00
CIT978779 GREATER DAEMON OF KHORNE ..... $63.00
CIT977031 CHAOS WARRIORS IN CHARIOT ..... $36.00
CIT978465 CHAOS BEASTMAN WARBAND ..... $153.00
(Includes 1 Beastlord, 12 Beastman Gors including champion, standard bearer & muso, 8 Beastman Ungor skirmishers, 14 Beastman Ungors including standard bearer & muso, and booklet.)
CIT983630 EGRIMM VAN HORSTMANN ON DRAGON ..... $67.50
CIT976843 ARBAAL THE UNDEFEATED Chaos Champion on Mount ..... $36.00
CIT983391 AZAZEL Daemon Prince of Damnation ..... $36.00

### CHAOS BLISTERS

CIT983179 ARCHAON (1) ..... $22.50
CIT983162 KHAZRAK THE ONE EYE (1) ..... $22.50

CIT979226 CHAOS CHAMPIONS ..... $18.00
CIT006199 CHAOS TRANSFERS ..... $11.50
CIT100201 CHAOS BEASTMEN COMMAND (2) ..... $12.50
CIT995431 CHAOS BEASTMEN CHAMPION (1) ..... $11.00
CIT137596 CHAOS DETAILED SHIELDS ..... $5.00
CIT201001 CHAOS BANNERS ..... $13.50
CIT995301 PLAGUEBEARERS ..... $13.50
CIT995424 BEASTMAN SHAMAN (1) ..... $11.00
CIT730032 CHAOS DRAGON OGRES (1) ..... $29.00
CIT730049 CHAOS KNIGHT HEROES (1) ..... $12.50
CIT730056 CHAOS WARRIOR COMMAND (1) ..... $9.50
CIT730087 DAEMONETTES OF SLAANESSH (1) ..... $9.00
CIT730094 CHAOS SORCERERS & FAMILIARS ..... $900
CIT730129 PINK & BLUE HORRORS (3) ..... $14.50
CIT730131 DAEMONETTES ON MOUNTS (1) ..... $18.00
CIT730155 FLYING DISC OF TZEENTCH (1) ..... $11.50
CIT730162 AEKBOLD HELBRASS (1) ..... $14.50
CIT730179 FIENDS OF SLAANESH (2) ..... $14.50
CIT995264 BEAST OF NURGLE (1) ..... $13.50
CIT995257 MOUNTED CHAOS KNIGHT (1) ..... $13.50
CIT995400 CHAOS KNIGHT CHAMPION (1) ..... $13.50
CIT991655 CHAOS KNIGHT STANDARD BEARER ..... $13.50
CIT730231 NEW CHAOS NURGLINGS (9) ..... $9.00
CIT731309 CHAMPIONS OF KHORNE (2) ..... $12.50
CIT731429 CHAMPIONS OF SLAANESH (2) ..... $12.50
CIT731671 CHAMPIONS OF NURGLE (2) ..... $12.50
CIT978984 CHAOS CHAMPION ..... $12.50
CIT985968 CHAOS MARAUDERS WITH FLAILS ..... $13.50
CIT985951 CHAOS MARAUDERS COMMAND ..... $12.50
CIT986002 BESTIGORS (Chaos Beastmen) ..... $13.50
CIT985999 BESTIGOR COMMAND (2) ..... $12.50
CIT979455 CHAOS MINOTAUR ..... $26.00
CIT979417 DAEMON PRINCE ..... $36.00
CIT979486 UNGOR BEASTMAN COMMAND (2) ..... $12.50
CIT979493 UNGOR BEASTMAN WITH SPEARS (4) ..... $13.50
CIT985982 UNGOR SKIRMISHERS (4) ..... $13.50
CIT985975 UNGOR SKIRMISHERS COMMAND (2) ..... $12.50
CIT979509 CHAOS BEASTMEN LORD ..... $18.00
CIT979516 CHAOS SORCERER ..... $13.50
CIT986033 CHAOS LORD ON CHAOS STEED (1) ..... $21.50
CIT995295 CHAMPIONS OF TZEENTCH (2) ..... $13.50
CIT995332 SCYLLA CHAOS SPAWN (1) ..... $16.00
CIT995349 FLAMERS OF TZEENTCH (1) ..... $11.00
CIT995370 CHAOS BLOODLETTERS (1) ..... $11.00
CIT995387 FLESH HOUNDS OF KHORNE (1) ..... $11.00
CIT995455 CHAOS BEASTMEN (3) ..... $13.50
CIT996049 CHAOS HARPY (1) ..... $11.50
CIT979479 MINOTAUR WITH 2 HANDED WEAPON ..... $27.00
CIT979462 MINOTAUR WITH ADDITIONAL H/WPN ..... $27.00
CIT979400 CHAOS SPAWN (1) ..... $13.50
CIT978076 BLOODLETTERS (NEW) (2) ..... $13.50
CIT978090 BLOODLETTER COMMAND GROUP (2) ..... $13.50
CIT978083 BLOODLETTER CHAMPION (1) ..... $13.50
CIT978977 MARAUDER W/2 HANDED WEAPON (3) ..... $13.50
CIT978960 CHAOS WARRIORS (2) ..... $13.50
CIT978069 MINOTAUR STANDARD BEARER (1) ..... $27.00
CIT976959 DAEMONETTES (2) ..... $13.50
CIT976973 DAEMONETTE CHAMPION (1) ..... $13.50
CIT976966 DAEMONETTE COMMAND GROUP (2) ..... $13.50

### HIGH ELF BOXED SETS

CIT999569 HIGH ELF DRAGON LORD (1) ..... $63.00
CIT986958 HIGH ELF EVERQUEEN (7) ..... $43.50
CIT0750 HIGH ELF WARRIORS (8) ..... $18.00
CIT993352 HIGH ELF REAVER KNIGHTS ..... $36.00
CIT0822 HIGH ELF WAR GRIFFON (1) ..... $43.50
CIT0825 HIGH ELF BATTLE CHARIOT (1) ..... $30.00
CIT0830 HIGH ELF PEGASUS (1) ..... $43.50
CIT0841 DRAGON PRINCES OF CALEDOR (3) ..... $30.00
CIT993345 NEW HIGH ELF SILVER HELMS (4) ..... $40.50
CIT990054 HIGH ELF TIRANOC CHARIOT ..... $36.00
CIT999552 ELTHARION ON STORMWING ..... $49.50
CIT977260 HIGH ELF CAVALRY PATROL ..... $140.00
Contains 1 High Elf Hero, 1 td Ellyrian Reaver Champion, 4 Silver Helms Knights, 1 Silver Helm Standard Bearer, 4 Ellyrian Reavers with spears, 1 Tiranoc Chariot, 1 Waystone and booklet, transfers, and banners.

### HIGH ELF BLISTERS

CIT006083 HIGH ELF BANNERS ..... $11.00
CIT996421 HIGH ELF SPEARMEN (3) ..... $13.50
CIT756254 HIGH ELF BOWMEN (3) ..... $14.50
CIT996353 HIGH ELF REPEATING BOLT THROWER (1) ..... $22.50
CIT756520 TECLIS (1) ..... $14.50
CIT756643 TYRION (1) ..... $18.00
CIT756704 HIGH ELF PHOENIX GUARD (3) ..... $13.50
CIT756759 DRAGON PRINCE HEROES (1) ..... $11.50
CIT996308 DRAGON PRINCE OF CALEDOR (1) ..... $13.50
CIT996315 DRAGON PRINCE CHAMPION (1) ..... $13.50
CIT981748 DRAGON PRINCE STANDARD BEARER ..... $13.50
CIT756766 HIGH ELF DRAGON PRINCE (1) ..... $11.50
CIT756773 HIGH ELF REAVER KNIGHT (1) ..... $9.00
CIT756803 NEW HIGH MOUNTED HERO (1) ..... $11.50
CIT756797 NEW HIGH ELF GENERAL - ELDROTH (1) ..... $11.50
CIT996568 GENERAL ON ELVEN STEED ..... $16.00
CIT887093 DRAGON KNIGHT PRINCE HEROES (1) ..... $9.00
CIT887507 WHITE LIONS OF CHRACE (3) ..... $13.50
CIT988013 SWORD MASTERS OF HOETH (3) ..... $13.50
CIT887804 SHADOW WARRIORS (3) ..... $14.50
CIT887909 REAVER KNIGHT HEROES (1) ..... $9.00
CIT990092 WHITE LIONS OF CHRACE COMMAND (2) ..... $12.50
CIT990184 WHITE LIONS OF CHRACE CHAMPION (1) ..... $11.00
CIT991518 NEW HIGH ELF MAGE (1) ..... $11.00
CIT991525 HIGH ELF ARCHER CHAMPION (1) ..... $11.00
CIT991532 HIGH ELF COMMAND (2) ..... $12.50
CIT991549 ELLYRIAN REAVER WITH SPEAR (1) ..... $11.00
CIT991556 ELLYRIAN REAVER WITH BOW (1) ..... $11.00
CIT991563 ELLRYIAN RANGER HORN BLOWER (1) ..... $11.00
CIT991570 ELLYRIAN REAVER CHAMPION (1) ..... $11.00
CIT991587 ELLYRIAN REAVER STANDARD (1) ..... $11.00
CIT991860 NEW High Elf Silverhelm Standard Bearer (1) ..... $12.50
CIT991877 NEW High Elf Silverhelm Hornblower (1) ..... $11.00
CIT991884 NEW High Elf Silverhelm Champion (1) ..... $11.00
CIT986958 HIGH ELF MAIDEN QUEEN ..... $43.50
CIT986698 HIGH ELF MAIDEN GUARD CHAMPION ..... $11.00
CIT986899 HIGH ELF MAIDEN GUARD (3) ..... $13.50
CIT996544 MAGE ON ELVEN STEED ..... $13.50
CIT977505 LOTHERN SEA GUARD (3) ..... $13.50
CIT977482 SEA GUARD CHAMPION (1) ..... $11.00
CIT977499 SEA GUARD COMMAND (2) ..... $12.50
CIT977475 HIGH ELF MAGE ON STEED (1) ..... $13.50
CIT977468 HIGH ELF FRONT RANK SPEARMEN (3) ..... $13.50
CIT977451 HIGH ELF ARMORED ARCHERS (3) ..... $13.50

### DARK ELF BOXED SETS

CIT0531 DARK ELF DRAGONRIDER (1) ..... $57.00
CIT0532 DARK ELF SORCERESS (1) ..... $43.00
CIT0795 WARHAMMER DARK ELVES (8) ..... $14.00
CIT993192 DARK ELF CAULDRON OF BLOOD ..... $57.00
CIT977444 DARK ELF RIDERS ..... $38.00

### DARK ELF BLISTERS

CIT212007 DARK ELF CORSAIRS (3) ..... $13.50
CIT996216 DARK ELF SPEARMEN (3) ..... $13.50
CIT759057 DARK ELF TRANSFERS ..... $11.50
CIT759088 DARK ELF BANNERS ..... $11.00
CIT759095 DARK ELF STANDARDS ..... $11.00
CIT759101 COLD ONE KNIGHT STANDARD (1) ..... $14.50
CIT759118 COLD ONE KNIGHT CHAMPION (1) ..... $14.50
CIT996070 DARK ELF GENERAL ON COLD ONE (1) ..... $22.50
CIT996063 DARK ELF SORCERER (1) ..... $11.00
CIT966056 DARK ELF ASSASSIN (1) ..... $11.00
CIT977376 DARK RIDER STANDARD (1) ..... $11.00
CIT977383 DARK RIDER CHAMPION (1) ..... $11.00
CIT996087 DARK ELF REPEATING BOLT THROW (1) ..... $22.50
CIT996131 DARK ELF COLD ONE (1) ..... $13.50
CIT996162 DARK ELF WITCH ELVES (3) ..... $13.50
CIT996186 DARK ELF COMMAND (2) ..... $12.50
CIT011921 DARK ELF CHAMPION (1) ..... $11.00
CIT996193 BLACK GUARD OF NAGGAROTH (2) ..... $12.50
CIT996209 DARK ELF CROSSBOWMEN (3) ..... $13.50
CIT977369 DARK ELF SORCERESS (1) ..... $11.00

### EMPIRE BOXED SETS

CIT0749 EMPIRE HALBERDIERS (8) ..... $16.00
CIT0811 EMPIRE WAR WAGON (1) ..... $60.00
CIT0812 EMPIRE STEAM TANK (1) ..... $43.00
CIT0817 IMPERIAL WAR ALTAR (1) ..... $43.00
CIT0820 HEROES OF THE EMPIRE (4) ..... $43.00
CIT0821 ELECTOR COUNTS (4) ..... $43.00
CIT0826 IMPERIAL PEGASUS RIDER (1) ..... $43.00
CIT0835 EMPEROR ON DEATHCLAW (1) ..... $43.00

### EMPIRE BLISTERS

CIT994571 MOUNTED BATTLE WIZARD (1) ..... $13.50
CIT994564 KNIGHT OF THE BLAZING SUN (1) ..... $12.50
CIT202048 KNIGHT OF THE BLAZUBG SUN STANDARDS ..... $12.50
CIT737154 GRANDMASTER OF THE BLAZING SUN (1) ..... $9.00
CIT737253 IMPERIAL STANDARDS ..... $9.00
CIT737376 IMPERIAL OUTRIDERS (1) ..... $9.00
CIT994533 KISLEV HORSE ARCHERS (1) ..... $11.00
CIT990542 KISLEV HORSE ARCHERS STANDARD (1) ..... $11.00
CIT737536 KISLEV WINGED LANCER (1) ..... $9.00
CIT990535 KISLEV WINGED LANCER CHAMPION (1) ..... $11.00
CIT990528 KISLEV LANCERS STANDARD BEARER (1) ..... $11.00
CIT990511 KISLEV WINGED LANCER MUSICIAN (1) ..... $11.00
CIT737637 WHITE WOLF STANDARD BEARER (1) ..... $10.00
CIT737659 KNIGHTS OF THE WHITE WOLF (1) ..... $9.00
CIT737666 GRANDMASTER WHITE WOLVES (1) ..... $9.00
CIT737765 IMPERIAL PISTOLIERS (1) ..... $9.00
CIT737970 EMPIRE WIZARDS (1) ..... $9.00
CIT737888 REIKSGUARD KNIGHTS (1) ..... $9.00
CIT738236 ICE QUEEN OF KISLEV (1) ..... $9.00
CIT738359 IMPERIAL MORTAR (1) ..... $18.00
CIT738472 IMPERIAL GREATSWORD (3) ..... $14.50
CIT738502 BORIS TODBRINGER (1) ..... $14.50
CIT738519 ALDERBRAND LUDENHOF (1) ..... $14.50
CIT738526 VALMIR VON RAUKOV (1) ..... $14.50
CIT994397 MARIUS LEITDORF (1) ..... $16.00
CIT738540 REIKSMARSHALL KURT HELBOR (1) ..... $14.50
CIT738557 SUPREME PATRIARCH (1) ..... $14.50
CIT738564 LUDWIG SWARTZHELM (1) ..... $14.50
CIT738632 KNIGHTS PANTHER (1) ..... $9.00
CIT738649 GRANDMASTER - KNIGHT PANTHERS (1) ..... $9.00
CIT738656 KNIGHTS PANTHER (1) ..... $9.00
CIT738878 IMPERIAL HALFLING TROOPS (4) ..... $13.50
CIT738885 HALFLING HOT POT (1) ..... $14.50
CIT738991 IMPERIAL VOLLEY GUN (1) ..... $22.50
CIT739066 IMPERIAL FOOT SOLDIERS (3) ..... $14.50
CIT739196 IMPERIAL COMMAND GROUP (3) ..... $14.50
CIT739219 ARCHERS (3) ..... $14.50
CIT994236 IMPERIAL REIKSGARD (2) ..... $12.50
CIT990733 IMPERIAL REIKSGARD CHAMPION (1) ..... $11.00
CIT990726 IMPERIAL REIKSGARD COMMAND (2) ..... $12.50
CIT739585 IMPERIAL HALBERDIERS (3) ..... $14.50
CIT739608 IMPERIAL HANDGUNNERS (3) ..... $14.50
CIT739721 GREAT CANNON (1) ..... $27.50
CIT739844 TILEAN CROSSBOWMEN (3) ..... $14.50
CIT994182 IMPERIAL FLAGELLENTS (2) ..... $12.50

### ORC & GOBBO BOXED SETS

CIT999385 ORC ROCK LOBBER (1) ..... $49.50
CIT0747 ORC WARRIORS (8) ..... $16.00
CIT0829 MARAUDER GIANT (1) ..... $57.00
CIT0748 BLACK ORC WARRIORS (6) ..... $16.00
CIT0755 GOBLIN WARRIORS (10) ..... $16.00
CIT999378 GROM'S GOBLIN WAR CHARIOT (1) ..... $36.00
CIT0528 AZHAG THE SLAUGHTERER (1) ..... $60.00
CIT0544 GOBLIN WOLF CHARIOT (1) ..... $30.00

### ORC & GOBBO BLISTERS

CIT747535 ORC BOLT THROWER (1) ..... $19.00
CIT747759 GOBBO STICKERS ..... $11.50
CIT748079 SNOTLING PUMP WAGON (1) ..... $28.50
CIT748105 SNOTLINGS ..... $14.50
CIT749058 SWARMS ..... $14.50
CIT749300 ARMORED MERCENARY OGRES (1) ..... $18.00
CIT994984 SAVAGE ORC BOYZ (3) ..... $13.50
CIT994977 SAVAGE ORC BOAR BOYZ (1) ..... $12.50
CIT752065 SAVAGE ORC BOAR BOYZ COMMAND (1) ..... $9.00
CIT752072 SAVAGE ORC SHAMAN (1) ..... $9.00
CIT752102 SAVAGE ORC ARRER BOYZ (3) ..... $14.50
CIT752201 ORC BOYZ (3) ..... $14.50
CIT752256 ORC ARRER BOYZ (3) ..... $14.50
CIT994908 ORC COMMAND GROUP (2) ..... $12.50
CIT752409 GORFANG ROTGUT (1) ..... $14.50
CIT752416 MORGLUM NECKSNAPPER (1) ..... $18.00
CIT752508 SAVAGE ORC COMMAND GROUP (2) ..... $14.50
CIT752059 SAVAGE ORC BOARBOYZ (1) ..... $11.00
CIT752089 SAVAGE ORC SHAMAN ON BOAR (1) ..... $11.50
CIT752553 BLACK ORCS (2) ..... $14.50
CIT994847 BLACK ORC COMMAND GROUP ..... $13.50
CIT752612 ORC BIG'UN WITH HAND WEAPONS (3) ..... $14.50
CIT752621 ORC BIG'UN COMMAND (2) ..... $14.50
CIT752638 ORC BIG'UN BOSS (1) ..... $9.00
CIT994793 ORC BOAR BOYZ STANDARD (1) ..... $12.50
CIT994786 ORC BOAR BOYZ HORN BLOWER (1) ..... $12.50
CIT994779 ORC BOAR BOYZ BOSS (1) ..... $12.50
CIT991600 ORC BOAR BOYZ WITH SPEAR (1) ..... $12.00
CIT753857 RIVER TROLLS (1) ..... $22.50
CIT995479 STONE TROLLS (1) ..... $22.50
CIT994731 NIGHT GOBLINS (4) ..... $13.50
CIT994717 NIGHT GOBLIN COMMAND (2) ..... $12.50
CIT754205 NIGHT GOBLIN FANATICS (3) ..... $14.50
CIT754250 SKARSNIK & GLOBBA (2) ..... $18.00
CIT994687 GOBLINS (4) ..... $13.50
CIT994670 GOBLIN SQUIG HOPPERS (1) ..... $11.00
CIT754441 BAT WING LOONIES (1) ..... $9.00
CIT754571 NIGHT GOBLIN NET TEAMS (3) ..... $14.50
CIT754694 NIGHT GOBLIN SQUIG HERDER (4) ..... $14.50
CIT754700 FOREST GOBLINS (4) ..... $14.50
CIT994632 FOREST GOBLIN COMMAND (3) ..... $13.50
CIT209056 FOREST GOBLIN SHAMAN (1) ..... $11.00
CIT994625 FOREST GOBLIN SPIDER RIDER (1) ..... $11.00
CIT882304 GOBLIN HERO ON GIANT SPIDER (1) ..... $14.50
CIT994618 GOBLIN WOLF BOYZ (2) ..... $13.50
CIT994601 GOBLIN WOLF BOYZ COMMAND ..... $13.50
CIT991907 GROTFANG ORC WARLORD (1) ..... $22.50
CIT006069 ORC BANNERS ..... $11.50
CIT006106 GOBLIN BANNERS ..... $11.00
CIT006120 ORC DECALS ..... $11.00

### DWARF BOXED SETS

CIT0762 DWARVES (8) ..... $14.00

CIT0828 THRONE OF POWER (1) ..... $43.00
CIT0836 ANVIL OF DOOM (1) ..... $43.00
CIT999460 DWARF FLAME CANNON (1) ..... $40.00
CIT0840 BUGMANS BREWERS ..... $43.00

**DWARF BLISTERS**

CIT995943 DWARF GYROCOPTER (1) ..... $31.50
CITKING KING KAZADOR (1) ..... $14.50
CIT996025 DWARF CLANSMEN (3) ..... $13.50
CIT996018 DWARF SPEARMEN (3) ..... $13.50
CIT743483 DWARF WARRIORS (3) ..... $14.00
CIT743643 DWARF BOLT THROWER (1) ..... $18.00
CIT743742 BUGMANS CART (1) ..... $14.00
CIT996001 BUGMANS TROOPERS (3) ..... $13.50
CIT743807 GOTREK & FELIX (2) ..... $14.50
CIT995974 UNGRIM THE SLAYER (1) ..... $16.00
CIT743834 BURLOCK DAMMINSON (1) ..... $14.50
CIT743841 KRAGG THE GRIM (1) ..... $14.50
CIT995837 DWARF HERO SKAG ..... $11.00
CIT743870 THE WHITE DWARF (1) ..... $14.50
CIT743889 DRONG THE DWARF LORD (1) ..... $9.00
CIT995905 QUEEN HELGA DWARF GENERAL (1) ..... $11.00
CIT995882 DWARF HAMMERERS (3) ..... $13.50
CIT743926 DWARF HAMMERERS COMMAND (2) ..... $14.50
CIT990719 DWARF HAMMERER CHAMPION (1) ..... $11.00
CIT743982 DWARF TROLL SLAYER COMMAND (2) ..... $11.50
CIT743963 DRUNKEN DWARFS (4) ..... $14.50
CIT743940 DWARF RUNESMITH (1) ..... $9.00
CIT743957 DWARF MINER CHAMPION (1) ..... $9.00
CIT743951 DWARF HERO (1) ..... $9.00
CIT995813 DWARF COMMAND GROUP (2) ..... $12.50
CIT986842 DWARF ORGAN GUN (1) ..... $27.50
CITSIEGE DWARF SIEGE CANNON (1) ..... $19.00
CIT880447 DWARF MINERS (3) ..... $14.50
CIT880454 DWARF MINER COMMAND (3) ..... $14.50
CIT880515 DWARF CROSSBOWMEN (3) ..... $13.50
CIT995783 DWARF TROLL SLAYERS (3) ..... $13.50
CIT995776 DWARF GIANT SLAYER (2) ..... $16.00
CIT995769 DWARF LONGBEARDS (3) ..... $11.00
CIT995752 DWARF THUNDERERS (3) ..... $13.50
CIT880973 DWARF DRAGON SLAYER (1) ..... $11.50
CIT880980 DWARF DAEMON SLAYER (1) ..... $14.50
CIT006076 DWARF BANNERS ..... $11.00

**CHAOS DWARF BOXED SETS**

CIT0838 LAMASSU (1) ..... $43.00
CIT0833 GREAT TARSUS (1) ..... $43.00
CIT999446 EARTHSHAKER (1) ..... $49.00
CITCD04 CHAOS DWARVES (8) ..... $14.00

**CHAOS DWARF BLISTERS**

CITASTRO CHAOS DWARF ASTROGOTH (1) ..... $14.50
CIT758005 CHAOS DWARF AXEMEN (3) ..... $14.50
CIT758050 CHAOS DWARF COMMAND (2) ..... $14.50
CIT995172 CHAOS DWARF CHAMPION (1) ..... $11.00
CIT758104 CHAOS DWARVES BLUNDERBUS (3) ..... $14.50
CIT758159 BULL CENTAURS (1) ..... $14.50
CIT995134 BULL CENTAUR STANDARD BEARER (1) ..... $16.00
CIT758203 CHAOS DWARF ROCKET LAUNCHER (1) ..... $18.00
CIT758500 HOBGOBLIN WARRIORS (4) ..... $14.50
CIT995073 HOBGOBLIN ARCHERS (3) ..... $13.50
CIT758609 HOBGOBLIN COMMAND (2) ..... $14.50
CIT995059 HOBGOBLIN CHAMPION (1) ..... $11.00
CIT758630 MOUNTED HOBGOBLIN HERO (1) ..... $11.50
CIT995035 HOBGOBLIN WOLF RIDER (1) ..... $11.00
CIT758708 HOBGOBLIN WOLF RIDER COMMAND (1) ..... $9.00
CIT995042 HOBGOBLIN SNEAKY GITS (3) ..... $14.50
CIT995004 HOBGOBLIN BOLT THROWER (1) ..... $22.50
CIT995110 CHAOS DWARF HEROES (1) ..... $10.50
CIT136301 CHAOS DWARF TRANSFERS ..... $10.50

**WOOD ELF BOXED SETS**

CIT102728 WOOD ELF ARCHERS (8) ..... $14.00
CIT0534 DURTHU THE TREEMAN (1) ..... $30.00
CIT0535 WOOD ELF FOREST DRAGON (1) ..... $67.00
CIT0537 ORION, THE WOOD ELF KING (1) ..... $30.00
CIT0539 ARIEL MAGE QUEEN OF LORIEN ..... $31.50

**WOOD ELF BLISTERS**

CIT742019 WOOD ELF ARCHERS (3) ..... $14.50
CIT883707 WOOD ELF TREEMAN (1) ..... $31.00
CIT996612 WOOD ELF DRYADS (1) ..... $11.00
CIT742158 WOOD ELF COMMAND (2) ..... $14.50
CIT996605 WOOD ELF WAR DANCERS (3) ..... $13.50
CIT996599 GLADE GUARD (3) ..... $13.50
CIT996582 GLADE GUARD COMMAND (2) ..... $12.50
CIT996575 GLADE GUARD CHAMPION (1) ..... $11.00
CIT742069 WOOD ELF MOUNTED GENERAL (1) ..... $11.50
CIT742079 WOOD ELF GREAT EAGLE (1) ..... $18.00
CIT742089 WOOD ELF MOUNTED MAGE (1) ..... $11.50
CIT996513 GLADE RIDER CHAMPION (1) ..... $10.50
CIT996490 GLADE RIDER ARCHERS (1) ..... $10.50
CIT742189 GLADE RIDER STANDARD BEARER (1) ..... $9.00
CIT742196 GLADE RIDER HORN BLOWER (1) ..... $9.00
CIT996506 WOOD ELF WARHAWK RIDER (1) ..... $13.50
CIT996469 WOOD ELF WAYWATCHERS ..... $12.50
CIT996452 WOODE ELF SKAW THE FALCONER (1) ..... $16.00
CIT136296 WOOD ELF TRANSFERS ..... $11.00
CIT996551 WOOD ELF WAR EAGLE ..... $21.50
CITBANN WOOD ELF BANNERS ..... $11.00
CIT979639 WOOD ELF SORCERESS ON FOOT ..... $13.50
CIT979622 WOOD ELF SCOUTS (3) ..... $13.50
CIT979615 WOOD ELF SCOUT CHAMPION (1) ..... $11.00
CIT979608 WOOD ELF SCOUT COMMAND (2) ..... $12.50
CIT988129 WOOD ELF GLADE RIDER (1) ..... $11.00

**BEASTIES**

CIT746767 GIANT SPIDER (1) ..... $14.00
CITCOCKA COCKATRICE (1) ..... $16.00
CITSCORP GIANT SCORPION (1) ..... $19.00

**CITADEL SHIELDS**

CIT137510 GOBLIN PLAIN SHIELDS ..... $5.00
CIT137534 ORC SHIELDS ..... $5.00
CIT137541 DWARF DETAILED SHIELDS ..... $5.00
CIT137558 FIGHTER SHIELDS ..... $5.00
CIT137565 FIGHTER SHIELDS ..... $4.50
CIT137572 UNDEAD DETAILED SHIELDS ..... $5.00
CIT137583 ELF SHIELDS ..... $5.00
CIT137589 DARK ELF SHIELDS ..... $5.00
CIT137596 CHAOS DETAILED SHIELDS ..... $5.00
CIT137599 CHAOS SHIELDS ..... $4.50
CIT137602 EMPIRE SHIELDS ..... $5.00

# Science Fiction

## Babylon 5 Wars

AOG **Babylon 5 Wars**
It's here! The official, detailed miniatures rules for Babylon 5. This boxed set recreates the many epic struggles between the various races and factions which make up the Babylon 5 universe. The rules allow for engagements as small as a few fighters on each side to large fleets battling for control of a planet. Includes a 96 page rulebook with rules and background material, ship control sheets for Earth Alliance Omega Destroyer, Hyperion Heavy Cruiser, Starfury Fighters; the Minbari Sharlin War Cruiser, Nial Heavy Fighter, Flyers; Centauri Primus Battlecruiser, Vorchan Warship, Sentri Medium Fighters; Narn G'Quan Heavy Cruiser, T'Loth Assault Cruiser, Frazi Heavy Fighter; Raider Light Fighters, etc. Also has two full color counter sheets, 12 metal miniatures (3 each of Starfury, Frazi, Minbari and Centauri Fighters), and star maps. The rules are like a simplified version of *Star Fleet Battles*. **$89.95**

CEE **Earthforce Sourcebook**
This roleplaying supplement for *The Babylon Project* also contains a complete set of simple miniatures rules for Babylon 5, written by Jon Tuffley, who wrote *Full Thrust*. As such the rules are simple to learn, but tactics are very hard to master! Each turn you must write in advance what movement your ships will undertake, which could well result in your guns not being able to target your desired opponent, should he be able to out guess you! Covers almost all Earthforce ships, including the impressive Omega-class destroyers, two types of Starfuries, and Hyperion-class heavy cruisers; details the Minbari cruiser and fighters, with far superior technology to the other races; details the Narn heavy cruiser, battle dreadnought and fighters; and the Centauri light cruiser, battle cruiser and fighters. The rules are magnificent, and you can easily control six ships each plus fighters. This is the game system for me! The book contains counters for all the above ships and fighters, but I will be using the below miniatures. **$35.50**

### Babylon 5 Wars Miniatures

AOGBW201 Earthforce Omega Destroyer (1) ..... $23.50
AOGBW202 Minbari War Cruiser (1) ..... $23.50
**AOGBW203 Narn Heavy Cruiser (1) ..... $23.50**
**AOGBW204 Centauri BattleCruiser (1) ..... $23.50**
AOGBW206 Starfury Earthforce Fighters (3) ..... $14.00
AOGBW207 Narn Heavy Fighter (3) ..... $14.00
AOGBW208 Centauri Medium Fighter (3) ..... $14.00
AOGBW209 Minbari Fighter (3) ..... $14.00
AOGBW212 Earthforce Hyperion Cruiser (1) ..... $16.95
AOGBW213 Centauri Warship (1) ..... $15.00
**AOGBW214 Narn Assault Cruiser (1) ..... $23.50**
AOGBW217 Minbari Flyer (3) ..... $14.00
AOGBW229 Raider Delta-V Fighter (3) ..... $14.00
REVELL Babylon 5 Station Model Kit ..... tba

The only problem with the AoG fighters above is that they are rather large. If you want tiny fighters that are a similar scale to the capital ships, then you can use some of the Ground Zero fighters below, which are *similar* in design to the equivalent Babylon 5 fighters:

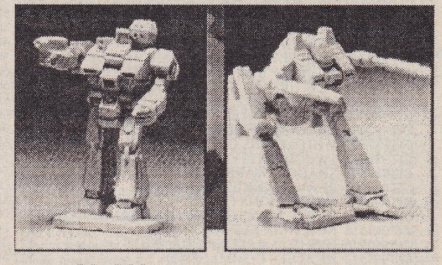
Tiny X-Wing Fighters (Suitable for use as Starfury) (24) ..... $16.00
Tiny Tri-Wing Fighters (Suitable for use as Minbari) (24) ..... $16.00
Tiny Crescent Fighters (Suitable for use as Centauri) (24) ..... $16.00
Tiny Rhomboid Fighters (Suitable for use as Starfury) (24) ..... $16.00

# BattleTech

FAS **BATTLETECH 4th Edition** **/###
This 4th edition comes with a 48 page rulebook that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc; a 32 page record sheet book; a 32 page full color book with quick start rules and heaps of background info; there are two 22"x27" maps; & 48 cardboard full color standup counters, being two each of 24 different mechs; and 144 full color unit stickers. Note that there are no rule changes. **$47.50**

**BattleTech Master Rules** Replaces the *Compendium*. Combines material from BattleTech 4th Ed, CityTech, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Also has a new, complete set of table-top miniatures rules. Also mech designs, scenario building rules, and the Battle Value System for balancing forces. *July*. **$34.00**

**BattleLance Miniatures Rules** This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. **$4.00**



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## Ral Partha BattleTech Miniatures

### Mechs & AFVs

1/285th Scale Metal kits with 1 or () models.

**RAL1920-778 CROCKETT BATTLEMECH $16.50**
**RAL1920-786 FLASHMAN BATTLEMECH $14.00**
**RAL1920-787 CHAMPION BATTLEMECH $14.00**
RAL1920-788 SENTINEL BATTLEMECH $11.00
**RAL1920-814 LANCELOT BATTLEMECH $14.00**
RAL1920-827 ONTOS TANK (2) $15.50
RAL1920-870 WHITWORTH BATTLEMECH $11.00
**RAL1920-872 QUICKDRAW $14.25**
RAL1920-879 CLINT BATTLEMECH $11.00
**RAL1920-880 BLACKJACK BATTLEMECH $12.25**
**RAL1920-892 SHOGUN BATTLEMECH $16.50**
**RAL1920-898 IMP BATTLEMECH $16.50**
RAL20600 VULTURE OMNIMECH (1) $12.50
RAL20601 LOKI OMNIMECH (1) $12.50
RAL20602 THOR OMNIMECH (1) $12.50
RAL20603 MADCAT OMNIMECH (1) $12.50
RAL20604 MAN O'WAR OMNIMECH (1) $15.00
RAL20605 MASAKARI OMNIMECH (1) $15.00
RAL20606 GLADIATOR OMNIMECH (1) $15.00
RAL20607 DAISHI OMNIMECH (1) $14.50
RAL20608 DRAGONFLY MDM OMNIMECH $11.50
RAL20609 FENRIS MDM OMNIMECH $11.50
RAL20610 BLACKHAWK MDM OMNIMECH $11.50
RAL20611 RYOKEN MDM OMNIMECH $11.50
RAL20612 DASHER BT OMNIMECH $10.00
RAL20613 KOSHI BT OMNIMECHS $10.00
RAL20614 ULLER BT OMNIMECH $10.00
RAL20615 PUMA BT OMNIMECH $10.00
RAL20616 GRAND TITAN $12.95
RAL20617 TEMPEST $11.50
RAL20619 THOR SELF PROPELLED ARTILLERY $12.00
RAL20620 GUNSLINGER $12.00
RAL20621 WRAITH $9.50
RAL20622 NIGHTSKY $10.00
RAL20623 SRM CARRIER $12.50
RAL20624 GALAHAD $11.50
RAL20625 HURON WARRIOR $10.00
RAL20626 PHOENIX HAWK IIC $12.00
RAL20627 LRM CARRIER (2) $12.50
RAL20628 THUNDER THR-1L $11.50
RAL20629 PHANTOM OMNIMECH $12.50
RAL20630 POUNCER OMNIMECH $11.00
RAL20631 MARKSMAN SELF PROPELLED ARTILL $12.50
RAL20632 GRIM REAPER GRM-R-PR29 $10.50
RAL20633 NAGA OMNIMECH $15.00
RAL20634 LOCUST IIC $6.95
RAL20635 PUMA 95 TON TANK $14.00
RAL20636 BUSHWACKER $10.00
RAL20637 GOSHAWK $10.00
RAL20638 RAKSHASA $11.00
RAL20639 KANGA AFV (2) $12.00
RAL20641 CERBERUS deleted $12.00
RAL20642 BERSERKER $13.50
RAL20643 HELLHOUND $10.00
RAL20644 PENETRATOR $11.00
RAL20645 MARAUDER IIC $13.50
RAL20646 VENOM deleted $9.00
RAL20647 RHINO AFV (2) deleted $14.00
RAL20648 DAIMYO BATTLEMECH $10.00
RAL20650 BANDERSNACH deleted $8.50
RAL20651 HUNCHBACK IIC BATTLEMECH $10.00
RAL20652 KRAKEN $15.00
RAL20653 SCARABUS deleted $9.00
RAL20654 WATCHMAN deleted $10.00
RAL20656 APOLLO $10.00
RAL20658 SHADOWHAWK IIC $10.00
RAL20659 NAGINATA $12.95
RAL20660 KODIAK (1) $13.50
RAL20661 VIXEN (1) $8.50
RAL20662 BATTLE COBRA $11.00
RAL20663 VIPER $11.00
RAL20664 LINEBACKER OMNIMECH $12.95
RAL20665 SUNDER MECH $15.50
RAL20666 GRIZZLY MECH $12.00
RAL20667 TOKUGAWA HEAVY TANK (2) $13.50
RAL20668 DART DRT-35 MECH $9.50
RAL20669 ANVIL $11.50
RAL20670 GRAND CRUSADER MECH $12.50
RAL20671 REGULATOR HOVERTANK $12.00
RAL20672 SHADOWCAT $11.50
RAL20673 STARSLAYER $10.50
RAL20674 FALCONER $11.50
RAL20675 NIGHTSTAR (1) $13.50
RAL20676 PIRANHA $7.50
RAL20677 GRENDL $11.50
RAL20678 TYPHOON $12.50
RAL20679 RAPTOR $10.50
RAL20680 GALLOWGLAS (1) $11.50
RAL20681 LONGBOW (1) $12.50
RAL20682 KOMODO $10.00
RAL20683 HANKYU OMNIMECH $10.50
RAL20684 SHOOTIST (1) $12.50
RAL20685 BANDIT HOVERCRAFT $14.00
RAL20686 MACKIE $14.50
RAL20687 THUNDER HAWK $14.50
RAL20688 BABOON $8.50
RAL20689 NEXUS (1) $8.00
RAL20690 OWENS OMNIMECH $10.50
RAL20691 PEREGRINE $7.50
RAL20692 HERECULES $11.50
RAL20693 NO-DACHI $11.50
RAL20694 TOYAMA MECH $12.50
RAL20695 FIRE FALCON OMNIMECH $10.50
RAL20696 SUPERNOVA $14.00
RAL20697 CHAMELEON $10.50
RAL20698 BUCANEER $10.00
RAL20699 EMPEROR $13.50
**RAL20743 MOBILE HEADQUARTERS $12.00**
**RAL20744 BADGER TRACKED TRANSPORT $10.50**
RAL20745 SKULKER WHEELED SCOUT VEHICLE $10.50
RAL20746 ALACORN MK VI HEAVY TANK $15.00
RAL20747 ZHUKOV HEAVY TANK $12.95
RAL20748 CHALLENGER X 90 TON TANK $15.00
RAL20749 GOBLIN INFANTRY SUPPORT VEHICL $12.00
RAL20750 ROMMEL/PATTON 65 TON TANK (2) $12.50
RAL20751 LONG TOM ARTILLERY PIECE $11.50
RAL20752 GALLEON LIGHT TANK (2) $9.50
RAL20753 SCHREK PPC TANK (2) $14.00
RAL20754 LINEHOLDER $10.50
**RAL20755 SPARTAN SPT-N2 $14.00**
RAL20756 AKUMA $14.00
**RAL20757 STRIDER SR1-0 OMNI $12.00**
RAL20758 CAULDRON-BORN (OMNI) $14.00
RAL20759 TURKINA $14.00
RAL20760 BLACK LANNER (OMNI) $12.00
RAL20761 DEVASTATOR DVS-2 $14.00
RAL20762 PILLAGER PLG-32 $14.00
RAL20763 MAELSTROM MTR-5K $12.00
**RAL20764 SPECTOR SPR-5F $9.50**
**RAL20765 ENFIELD $10.50**
**RAL20766 LYNX LNX-9Q $10.50**
**RAL20768 NIGHT GYR $14.00**
RAL20770 AXEMAN $11.00
RAL20772 CAESAR $11.00
RAL20774 BLACK KNIGHT $11.00
RAL20779 MANTICORE $12.50
RAL20780 HUSSAR $9.00
RAL20782 PACKRAT VEHICLES (2)deleted $10.00
RAL20783 J.EDGAR VEHICLES (2) $9.50
RAL20789 TARANTULA ZPH-1A $8.00
RAL20790 SALAMANDER PPR-5S $12.00
RAL20791 RIFLEMAN IIC CLAN MECH $11.00
RAL20792 BEHEMOTH CLAN MECH $12.95
RAL20793 HOLLANDER $9.00
RAL20794 ALBATROSS $12.00
RAL20795 JENNER IIC CLAN MECH $9.00
RAL20797 WAR DOG MECH $12.95
RAL20798 HAMMER MECH deleted $10.00
RAL20799 FLIGHT BASES (6) $9.00
RAL20800 HEX BASES BATTLETECH $8.00
RAL20801 THUG $12.00
RAL20802 MONGOOSE $8.00
RAL20804 CRAB $10.00
RAL20805 FLEA $7.50
RAL20806 HUNTER MISSILE TANK $9.50
RAL20807 STRIKER ARMORED CAR $10.00
RAL20808 PEGASUS HOVER TANK $9.50
RAL20809 MAULER MAL-1R $12.95
RAL20810 HATAMOTO-CHI HTM-27T $12.00
RAL20812 RAVEN RVN-3L $9.00
RAL20816 VEDETTE TANK deleted $10.50
RAL20819 MAXIM - 50 TON HOVER TRNSPRT $11.50
RAL20820 MARSHAL 55 TON TANK $10.00
RAL20821 CLAN ELEMENTAL INFANTRY (30) $15.00
RAL20822 DEMOLISHER TANK $14.00
RAL20823 KURITA INFANTRY $18.95
RAL20824 DAVION INFANTRY $18.95
RAL20828 SAVANNAH MASTER HOVERCRAFT (4) $6.95

| | | |
|---|---|---|
| RAL20830 | VON LUCKNER HEAVY TANKS (2) | $12.50 |
| RAL20831 | STINGER | $9.00 |
| RAL20832 | WASP | $6.95 |
| RAL20833 | PHOENIX HAWK | $9.00 |
| RAL20834 | CRUSADER | $10.00 |
| RAL20835 | GRIFFIN | $12.50 |
| RAL20836 | SHADOW HAWK | $10.00 |
| RAL20837 | WOLVERINE | $10.00 |
| RAL20838 | BATTLEMASTER | $12.00 |
| RAL20839 | THUNDERBOLT | $11.50 |
| RAL20840 | WARHAMMER | $14.00 |
| RAL20841 | RIFLEMAN | $14.00 |
| RAL20842 | ARCHER ARC - 3R | $14.00 |
| RAL20843 | MARAUDER | $12.00 |
| RAL20844 | LOCUST | $7.50 |
| RAL20845 | ATLAS | $12.95 |
| RAL20846 | GOLIATH | $12.50 |
| RAL20847 | AWESOME | $12.00 |
| RAL20848 | ORION | $12.00 |
| RAL20849 | CENTURION | $10.50 |
| RAL20850 | FIRESTARTER | $9.50 |
| RAL20852 | CATAPULT | $11.00 |
| RAL20853 | PANTHER | $9.00 |
| RAL20854 | HUNCHBACK | $10.00 |
| RAL20856 | ZEUS | $12.95 |
| RAL20857 | URBANMECH | $8.00 |
| RAL20859 | SCORPION | $10.00 |
| RAL20860 | VICTOR | $12.00 |
| RAL20861 | JAGERMECH | $12.00 |
| RAL20862 | STALKER | $12.00 |
| RAL20863 | CYCLOPS | $14.00 |
| RAL20864 | HATCHETMAN | $10.00 |
| RAL20865 | COMMANDO | $8.00 |
| RAL20866 | JAVELIN | $9.00 |
| RAL20867 | ENFORCER | $10.00 |
| RAL20868 | DRAGON | $11.00 |
| RAL20869 | JENNER | $9.00 |
| RAL20871 | VINDICATOR | $9.50 |
| RAL20873 | SPIDER | $9.00 |
| RAL20875 | ASSASSIN | $11.00 |
| RAL20876 | DERVISH | $10.00 |
| RAL20877 | OSTROC | $11.00 |
| RAL20882 | BANSHEE | $12.95 |
| RAL20884 | PHOENIX HAWK LAM deleted | $10.50 |
| RAL20887 | TREBUCHET deleted | $10.00 |
| RAL20888 | GRASSHOPPER | $11.00 |
| RAL20889 | LONGBOW | $10.00 |
| RAL20891 | WOLF HOUND | $9.00 |
| RAL20895 | EXTERMINATOR deleted | $11.00 |
| RAL20896 | HIGHLANDER | $12.95 |
| RAL20897 | ANNIHILATOR | $12.50 |
| RAL20899 | KING CRAB | $12.95 |
| RAL20900 | CICADA | $10.00 |
| RAL20901 | TREBUCHET | $10.00 |
| RAL20902 | CHARGER | $12.95 |
| RAL20903 | BLACKWATCH | $12.95 |

### AeroTech Fighters

| | | |
|---|---|---|
| RAL20708 | SEYDLITZ SYD-21 | |
| RAL20709 | LUCIFER LCF-R15 | $6.50 |
| RAL20723 | WARRIOR HELICOPTER | $8.50 |
| RAL20724 | MECHBUSTER FIGHTER | $6.50 |
| RAL20725 | CAVALRY ATTACK HELICOPTER | $8.00 |
| RAL20726 | YELLOW JACKET GUN BOAT | $8.00 |

### 25mm Clan Elemental

| | | |
|---|---|---|
| RAL20950 | CLAN ELEMENTAL 25mm | $7.50 |

### BattleTech Boxed Lances

All come with hex bases.

| | | |
|---|---|---|
| RAL10840P | CLAN LIGHT OMNI MECHS BOXED<br>Dasher, Uller, Puma, Koshi | $32.00 |
| RAL10841P | CLAN MEDIUM OMNI MECHS BOXED<br>Fenris, Dragonfly, Ryoken, Blackhawk | $36.00 |
| RAL10842P | CLAN HEAVY OMNI MECHS BOXED<br>Loki, Vulture, Madcat, Thor | $42.00 |
| RAL10843P | ASSAULT OMNI MECHS BOXED SET<br>Daishi, Masakari, Gladiator, Man O'War | $45.00 |

# Demon Blade Games

Demon Blade Games is a new company who are releasing a range of sci-fi figures for their own sci-fi miniatures rules called *Shockforce* later this year. In the meantime, here are their figures. Their Orgs look like sci-fi orcs with a really bad attitude. The Shock Force troops are humans.

**SHOCK FORCE Battles in the Remnants of America** Players battle in the remnants of America in the year 2142 AD. A sociopolitical & nuclear meltdown has caused America to become a battlefield populated by hordes of mutant gangs that roam the wastelands and derelict cities, and the MegaCom armies, such as the Shock Force, consisting of normal men and women who are trained to fight from birth. These are skirmish rules including unit activation, command radius, advantages and disadvantages, and full army lists, including the Vengequan, descendants of the original tribes of America, the Scarlet Brethren, of Southern origin, the Orgs, mutants who look like orcs; undead Cyborgs, GothRats, etc. **$19.00**

| | | |
|---|---|---|
| DBG10001 | ORG WARLORD (1) | $12.95 |
| DBG10002 | CYB-ORG # 1 (1) | $11.00 |
| DBG10003 | CYB-ORG # 2 (1) | $11.00 |
| DBG10004 | ORG HOG (1) | $16.95 |
| DBG10005 | ORG ATROCITOR (Dreadnaught) | $47.00 |
| DBG10101 | ORG BOUNCERS COMMAND PACK | $11.00 |
| DBG10102 | ORGLING SERGEANT | $7.50 |
| DBG10201 | ORG SLAMMERS UNIT | $14.50 |
| DBG10202 | ORG SLASHERS UNIT | $14.50 |
| DBG10203 | ORGLING DELINQUENTS | $14.50 |
| DBG20001 | LORD OF TECHNOLOGY | $7.50 |
| DBG20003 | SHOCK FORCE COMMANDANT | $5.50 |
| DBG20004 | SHOCK FORCE STALKER | $25.95 |
| DBG20005 | SHOCK FORCE ELIMINATOR | $7.50 |
| DBG20101 | SHOCK FORCE PAC 9000 | $14.50 |
| DBG20102 | SHOCK FORCE BAZOOKA TEAM | $14.00 |
| DBG20103 | SHOCK SISTER COMMAND PACK | $9.00 |
| DBG20104 | SHOCK FORCE PAC 8000 | $14.50 |
| DBG20105 | SHOCK FORCE PAC 7000 | $14.50 |
| DBG20201 | SHOCK FORCE ALPHA TEAM | $14.50 |
| DBG20202 | SHOCK FORCE BRAVO TEAM | $14.50 |
| DBG20203 | SHOCK SISTERS UNIT | $14.50 |
| DBG20204 | SHOCK FORCE OMEGA | $14.50 |
| DBG30001 | VENGEQUAN TECH SHAMAN | $7.50 |
| DBG51001 | BROODLORD QUEELUG | $10.00 |

# Dirtside II

**DIRTSIDE II** By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are inlcuded for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative chartless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. **$35.00**

**STARGRUNT II** These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as Dirtside and Full Thrust. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. **$40.00**

### Stargrunt Miniatures

Figures are around 28mm tall

| | |
|---|---|
| New Anglian Royal Marines (10) | $22.00 |
| New Anglian Female Troopers (10) | $22.00 |
| New Anglian Power Armored Troopers (10) | $22.00 |
| New Swabian League Troopers (10) | $22.00 |
| New Swabian League Female Troopers (10) | $22.00 |
| New Swabian League Power Armored Troopers (10) | $22.00 |
| Eurasian Union Naval Infantry (10) | $22.00 |
| Eurasian Union Naval Power Armor Infantry (10) | $22.00 |
| Federal Stats Europa Colonial Legionaries (10) | $22.00 |
| Federal Stats Europa Power Armored Troopers (10) | $22.00 |
| Islamic Federation Troopers (10) | $22.00 |
| Pan African Union Troopers (10) | $22.00 |
| Mercenary Troopers (10) | $22.00 |
| UNSC Marine Troopers (10) | $22.00 |
| P'Taah Biotech Aliens (10) | $22.00 |
| Kra'vak Troopers (10) | $22.00 |
| Oceanic Union Defence Force (Australian) Troopers (10) | $22.00 |
| Oceanic Union Defence Force Jetbike and Rider (1) | $7.50 |
| Oceanic Union Defence Force SAM Launcher & 3 Crew | $8.25 |
| FSE Colonial Legionnaire on Futuristic Motor Bike | $5.50 |
| NAC Marine on Futuristic Motor Bike | $5.50 |
| Combat Babe on Futuristic Motor Bike | $5.50 |

### Stargrunt Resin Vehicles

Large resin vehicles, suitable for all 25mm or exaggerated 25mm sci-fi.

| | | |
|---|---|---|
| SF25-11 | Police Patrol Aircar | $15.00 |
| SF25-14A | Gladiator Mk II Light Hover Tank | $15.00 |
| SF25-15 | Surveyor Tracked All Terrain Vehicle | $35.00 |
| SF25-26A | Goliath Mark II Heavy Hover Tank | $30.00 |
| SF25-27 | Light Hover Jeep | $10.00 |
| SF25-28 | Wombat Medium Hover APC | $20.00 |
| SF25-30 | Rommel Medium Hovertank | $20.00 |
| SF25-35 | AV-6, Assault VTOL (troop transport) | $30.00 |
| SF25-41 | Lawcruiser 8 wheel Urban Security Vehilcle | $25.00 |
| SF25-57 | M38D LIPPC Light APC | $15.00 |
| SF25-58 | M62 Slammer Heavy Hover Tank | $35.00 |
| SF25-62 | Poruzh Superheavy Grav Tank | $25.00 |
| SF25-63 | Virnazh G-CAV Grav Assault APC | $20.00 |
| SF25-64 | Gunspider - 6 legged weapons platform | $20.00 |
| SF25-65 | Gunspider - as above with twin rotary cannon | $20.00 |
| SF25-66 | Gunspider - as above but anti-tank variant | $20.00 |
| SF25-67 | M44 Coonhound Light Assault Vehicle | $15.00 |
| SF25-69C | Wheeled Flatbed Truck with Military Armored Cab | $20.00 |
| SF25-69E | Wheeled Truck with Military Cab and Command Post Body | $25.00 |
| SF25-73 | AV-5 Security/Casualty Evac VTOL | $25.00 |
| SF25-75 | AV9A2 Gunship VTOL | $20.00 |
| SF25-85 | Paladin 6 wheeled Hi-Mobility Battletank with Laser Turret | $35.00 |
| SF25-86 | Phalanx 6 wheeled heavy APC with twin laser turrets | $50.00 |
| SF25-88 | Hoplite High Mobility Wheeled Vehicle with Rotary Cannon | $40.00 |
| SF25-89 | Hunter Wheeled Tank Killer with Missile & Cannon | $40.00 |
| SF25-90 | Defender Anti-Air Vehicle (based on Hunter) | $40.00 |
| SF25-91 | Striker Multiple Rocket Artillery vehicle | $40.00 |
| SF25-93 | Gauntlet II GEV Hover APC | $25.00 |
| SF25-98 | MARS Multiple Artillery Rocket System on Truck | $25.00 |

# Doom Miniatures

Superb 25mm miniatures from my favorite computer game - Doom I and II

| | | |
|---|---|---|
| REA66601 | Doom Marine - ic. the player character (3) | $12.50 |
| REA66602 | Zombie Marine with pistol (3) | $12.50 |
| REA66603 | Zombie Marine with shotgun (3) | $12.50 |
| REA66604 | Heavy Weapon Dude with chain-gun (2) | $11.00 |
| REA66605 | Imp (Demon) (3) | $12.50 |
| REA66606 | Pink Demon (1) | $7.50 |
| REA66607 | Cacodemon (Floating spheroid demon) (1) | $18.00 |
| REA66608 | Pain Elemental (1) | $18.00 |
| REA66609 | Lost Soul (Floating skull) (1) | $18.00 |
| REA66610 | Mancubus (1) | $18.00 |
| REA66611 | Baron of Hell (1) | $18.00 |
| REA66612 | Revenent (1) | $9.00 |
| REA66613 | Arachnotron (Brain-spider with chain-guns) (1) | $36.00 |
| REA66614 | Archville (1) | $14.50 |
| REA66615 | Cyberdemon (1) *See below* | $36.00 |

# Epic Warhammer 40,000

GAM **EPIC Warhammer 40,000**

*Space Marine* has been replaced by this new release. In a galaxy torn apart by endless war, huge armies of tanks and mighty war engines clash, unleashing untold destruction across the ravage battlefields of the 41st Millennium. You are the commander of a vast army, out-fighting and out-manoeuvring your opponent. This complete game includes two massive armies of Citadel miniatures, Space Marines and Orks, 48 ruined plastic walls and 18 rubble sections, 112 page Battles Book, 112 pages Armies Book, 48 page Rulebook, 22 dice, 2 plastic range rules, 51 game counters, 12 fate cards, playsheets, 20 blast markers, Ork Gargant Card. Includes new model Landraiders, and new infantry stands which are rectangular instead of square. **$105.00**

### Epic Warhammer 40,000 Miniatures

Epic figures by Citadel. Most are re-releases of the excellent Space Marine range.

| | | |
|---|---|---|
| CIT988167 | SPACE MARINE BATTLE FORCE | $135.00 |
| CIT987207 | EPIC SPACE ORK ARMY DEAL | $135.00 |
| CIT976294 | CHAOS BLOOD REAVERS<br>2 Chaos Land Raiders, 3 Chaos Predators, 6 Chaos Rhinos, 4 Beastmen units, 2 Khorne Berserker units, 2 Chaos Marine units, 4 Chaos Cultist units, 1 Chaos Lord unit, 1 Tzeentch Sorcerer unit, 2 Chaos Terminator units, 2 Flesh Hounds units, 2 Flamer units, 2 Bloodletter units, 2 Plaguebearer units, 2 Daemonettes units, 4 Chaos Space Marine units! | $63.00 |
| CIT1002 | SPACE MARINE TANKS | $16.00 |
| CIT7001 | WARLORD TITAN | $40.00 |
| CIT911495 | MARINE THUNDERHAWK GUN SHIPS | $19.00 |
| CIT911853 | ORK BIG GUNS | $14.50 |
| CIT967032 | TYRANID BIOVORES | $14.50 |
| CIT979806 | ELDAR NIGHTWING | $14.50 |
| CIT979813 | ELDAR PHOENIX BOMBERS | $14.50 |
| CIT979820 | ELDAR VAMPIRE RAIDER | $20.00 |
| CIT979837 | ELDAR FIRE PRISMS | $14.50 |
| CIT979844 | ELDAR NIGHT SPINNERS | $14.50 |
| CIT979851 | ELDAR SCORPION | $18.00 |
| CIT979868 | ELDAR COBRA | $18.00 |
| CIT979875 | ELDAR SUPPORT WEAPONS | $11.50 |
| CIT979882 | ELDAR VYPER JETBIKES | $11.50 |
| CIT979899 | ELDAR DREADNOUGHTS | $14.50 |
| CIT979905 | ELDAR WARWALKER | $11.50 |
| CIT979912 | ELDAR SUPREME COMMANDERS | $14.50 |
| CIT985845 | THUNDERBOLT FIGHTERS | $14.50 |
| CIT985852 | IMPERIAL MARAUDER BOMBER | $14.50 |
| CIT985869 | IMPERIAL BOMBARDS | $14.50 |
| CIT985876 | IMPERIAL SENTINELS | $11.75 |
| CIT985883 | DEATHSTRIKE MISSILE LAUNCHER | $14.50 |
| CIT985890 | IMPERIAL MANTICORES | $14.50 |
| CIT985906 | IMPERIAL GRIFFONS | $14.50 |
| CIT985913 | HYDRA FLAK TANKS | $14.50 |
| CIT985920 | IMPERIAL CHIMERAS | $14.50 |
| CIT985937 | LEMAN RUSS DEMOLISHERS | $14.50 |
| CIT985944 | IMPERIAL SHADOWSWORD TANK | $18.00 |
| CIT986965 | ASSAULT SPAWN: TYRANID HARUSPEX | $14.50 |
| CIT986972 | ASSAULT SPAWN: TYRANID MALEFACTORS | $14.50 |
| CIT986989 | ASSAULT SPAWN: TRYGON | $14.50 |
| CIT986996 | TYRANID DACTYLIS | $14.50 |
| CIT987009 | TYRANID EXOCRINES | $14.50 |
| CIT987016 | TYRANID CARNIFEXES | $14.50 |
| CIT987023 | TYRANID ZOANTHROPES | $11.50 |
| CIT987047 | TYRANID HARRIDAN | $16.00 |
| CIT987467 | TYRANID HEIRODULE BIO-TITAN | $30.00 |
| CIT987597 | TYRANID HEIROPHANT BIO-TITAN | $36.00 |
| CIT991457 | TYRANID DOMINATRIX | $18.00 |
| CIT991464 | BANEBLADES TANKS | $17.00 |
| CIT991471 | ELDAR WAVE SERPENTS | $11.50 |
| CIT991488 | SPACE MARINE LANDRAIDER | $14.50 |
| CIT991822 | SPACE MARINE PREDATOR | $14.50 |
| CIT991839 | SPACE MARINE DREADNOUGHTS | $11.50 |
| CIT991846 | SPACE MARINE RAZORBACKS | $14.50 |
| CIT991945 | TYRANID HIVE TYRANT | $14.50 |
| CIT991952 | SPACE MARINE BASILISK | $14.50 |
| CIT991969 | HELL HOUND TANKS | $14.50 |
| CIT991976 | LEMAN RUSS TANKS | $14.50 |
| CIT991983 | ELDAR FALCON GRAV TANKS | $14.50 |
| CIT991990 | ORK WAR BUGGIES | $14.50 |
| CIT992003 | SPACE MARINE ATTACK BIKES | $11.50 |
| CIT992010 | SPACE MARINE LANDSPEEDER | $11.50 |
| CIT992027 | VINDICATORS | $14.50 |
| CIT993314 | SPACE MARINE BATTLEGROUP | $16.00 |
| CIT993277 | IMPERIAL GUARD DETACHMENT | $16.00 |
| CITE | ELDAR | $14.50 |
| CITGG | GREAT GARGANT | $40.00 |
| CITO | ORKS | $14.50 |
| CITOT | ORK TANKS | $14.50 |
| CITT | TYRANIDS | $14.50 |

1/300th Scale Crater Pack (20 craters, various sizes) $6.00
Cast in a light brown or grey, just needs dry brushing with acrylics. made of rubber urathane.

# Fading Suns

HDI **NOBLE ARMADA**

A starship miniatures game of broadsides and boarding actions in the *Fading Suns* universe. Royal houses vie against rival fleets and pirates for supremacy in Known Worlds. Command fleets of frigates, destroyers or dreadnoughts to carve a fiefdom from the stars! Let loose all guns against your enemies and loot their crippled ships. Components include 32 plastic starship miniatures, rulesbook, boarding party counters, battle maps, dice, and ship display sheets. The interior deckplans and boarding rules can be used with 25-28mm miniatures. *Due July.* **$99.00**

# Full Thrust

GZG **FULL THRUST 2nd Ed**

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the *#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. **$25.00**

**MORE THRUST** The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! **$25.00**

**Full Thrust Fleet Book Volume 1: Warships of the Major Powers** This volume covers major warship classes of the four main powers of the Third Solar War period, NAC, ESU, NSL and FSE. Has complete game stats for those Full Thrust miniatures - over 60 pregenerated designs including generic freighters and support ships. Also has new and updated rules, new weapons, revised ship design, and simplified vector movement system. **$30.00**

### Full Thrust Space Ship Miniatures

Lead models by CMD, cast here in Melbourne by Eureka.

| | | |
|---|---|---|
| FT101 | NAC Firestorm class Fighters (12) | $4.00 |
| FT101A | NAC Firestorm II class Fighters (12) | $4.00 |
| FT102 | NAC Harrison class Scoutship (4) | $4.00 |
| FT102A | NAC Harrison II class Scoutship (4) | $4.00 |
| FT103 | NAC Arapaho class Corvette/Lancer (3) | $6.00 |
| FT104 | NAC Miyazaki class Frigate (2) | $7.00 |
| FT105 | NAC Ticonderoga class Destroyer (2) | $8.00 |
| FT106 | NAC Hoshino class Light Cruiser (1) | $6.00 |
| FT107 | NAC Furious class Escort Carrier (1) | $8.00 |
| FT108 | NAC Vandenburg class Heavy Cruiser (1) | $10.00 |
| FT109 | NAC Majestic class Battlecruiser (1) | $12.00 |
| FT110 | NAC Victoria class Battleship (1) | $14.00 |
| FT111 | NAC Avalon class Battledreadnought (1) | $16.00 |
| FT112 | NAC Valley Forge class Superdreadnought (1) | $20.00 |
| FT113 | NAC Inflexible class Light Fleet Carrier (1) | $18.00 |
| FT114 | NAC Ark Royal class Fleet Super Carrier (1) | $20.00 |
| FT121 | NAC Phantom class Heavy Fighters (12) | $6.00 |
| FT201 | ESU Kilo class Fighters (12) | $4.00 |
| FT201A | ESU Kilo II class Fighters (12) | $4.00 |
| FT202 | ESU Lenov class Scoutship (4) | $4.00 |
| FT202A | ESU Lenov II class Scoutship (4) | $4.00 |
| FT203 | ESU Nanuchka class Corvette/Lancer (3) | $6.00 |
| FT204 | ESU Novgorod class Frigate (2) | $7.00 |
| FT205 | ESU Warsaw class Destroyer (2) | $8.00 |
| FT205B | ESU Warsaw/M class Destroyer (2) | $8.00 |
| FT206 | ESU Tibet class Light Cruiser (1) | $6.00 |
| FT207 | ESU Beijing class Escort Carrier (1) | $8.00 |
| FT208 | ESU Gorshkov class Heavy Cruiser (1) | $10.00 |
| FT209 | ESU Manchuria class Battlecruiser (1) | $12.00 |
| FT210 | ESU Petrograd class Battleship (1) | $14.00 |
| FT211 | ESU Rostov class Battledreadnought (1) | $16.00 |
| FT212 | ESU Komarov class Superdreadnought (1) | $20.00 |
| FT213 | ESU Konstantine class Attack Carrier (1) | $20.00 |
| FT214 | ESU Tsiolkovsky Light Carrier (1) | $20.00 |
| FT221 | ESU Kisha class Heavy Fighters (12) | $6.00 |
| FT302 | Clarke class Survey Cruiser (1) | $16.00 |
| FT305 | Hamburg class Heavy Modular Star Freighter (1) | $12.00 |
| FT308 | Medium Freighter (1) | $10.00 |
| FT401 | Kra,vak Ra'san class Fighters (12) | $4.00 |
| FT402 | Kra'vak Lu'dak class Scoutship (4) | $4.00 |
| FT403 | Kra'vak Ka'tak class Corvette/Lancer (3) | $6.00 |
| FT404 | Kra'vak Da'tak class Frigate (2) | $7.00 |
| FT405 | Kra'vak Di'tok class Destroyer (2) | $8.00 |
| FT406 | Kra'vak Vo'bok class Light Cruiser (1) | $7.00 |
| FT407 | Kra'vak Si'tek class Escort Carrier (1) | $8.00 |
| FT408 | Kra'vak Va'dok class Heavy Cruiser (1) | $10.00 |
| FT409 | Kra'vak Ti'dak class Battlecruiser (1) | $12.00 |
| FT410 | Kra'vak Ko'vol class Battleship (1) | $14.00 |
| FT411 | Kra'vak Lo'vok class Battledreadnought (1) | $16.00 |
| FT412 | Kra'vak Tu'kas class Superdreadnought (1) | $20.00 |
| FT413 | Kra'vak Ko'san class Strike Carrier (1) | $20.00 |
| FT421 | Kra'vak Va'Sa class Heavy Fighters (12) | $6.00 |
| FT501 | NSL Alder class Fighters (12) | $4.00 |
| FT502 | NSL Falke class Scoutship (4) | $4.00 |
| FT503 | NSL Stroschen cllass Corvette/Lancer (3) | $6.00 |
| FT504 | NSL Ehrenhold class Frigate (2) | $7.00 |
| FT505 | NSL Waldburg class Destroyer (2) | $8.00 |
| FT506 | NSL Kronprinz class Light Cruiser (1) | $6.00 |
| FT507 | NSL Radetzky class Escort Carrier (1) | $8.00 |
| FT508 | NSL Markgraf class Heavy Cruiser (1) | $10.00 |
| FT509 | NSL Maximilian class Battlecruiser (1) | $12.00 |

| | | |
|---|---|---|
| FT510 | NSL Von Burgund class Battleship (1) | $14.00 |
| FT511 | NSL Szent Istvan class Battledreadnought (1) | $16.00 |
| FT512 | NSL Von Tegetthoff class Superdreadnought (1) | $20.00 |
| FT513 | NSL Der Theuerdank Fighter Carrier (1) | $20.00 |
| FT601 | FSE Mirage IX class Fighters (12) | $4.00 |
| FT602 | FSE Mistral class Scoutships (4) | $4.00 |
| FT603 | FSE Athena class Corvettes (3) | $7.00 |
| FT605 | FSE San Miguel class Destroyers (2) | $8.00 |
| FT606 | FSE Suffren class Light Cruiser (1) | $7.00 |
| FT607 | FSE Milan class Escort Cruiser (1) | $8.00 |
| FT608 | FSE Jerez class Heavy Cruiser (1) | $10.00 |
| FT609 | FSE Ypres class Battlecruiser (1) | $12.00 |
| FT610 | FSE Roma class Battleship (1) | $14.00 |
| FT611 | FSE Bonaparte class Battledreadnought (1) | $16.00 |
| FT612 | FSE Foch class Superdreadnought (1) | $20.00 |
| FT613 | FSE Bologna class Light Carrier (1) | $20.00 |
| FT614 | FSE Jeanne D'Arc Fleet Carrier (1) | $20.00 |
| FT621 | FSE Camerone class Heavy Fighters | $6.00 |
| FT701 | Sa'Vasku Drone Fighters (12) | $8.00 |
| FT702A | Sa'Vasku Scout Ships (4) | $4.00 |
| FT702B | Sa'Vasku Scout Ships (4) | $4.00 |
| FT703 | Sa'Vasku BattleScouts (3) | $6.00 |
| FT704 | Sa'Vasku Attackers (2) | $7.00 |
| FT705 | Sa'Vasku Destroyers (2) | $8.00 |
| FT706 | Sa'Vasku Light Strike Ship (1) | $7.00 |
| FT707A | Sa'Vasku Strike Ship (1) | $8.00 |
| FT707B | Sa'Vasku Strke Ship (1) | $8.00 |
| FT708 | Sa'Vasku Drone Pod Ship (1) | $10.00 |
| FT710 | Sa'Vasku Heavy Battleship (1) | $14.00 |
| FT712 | Sa'Vasku Dreadnought (1) | $20.00 |

### Full Thrust Fleet Packs

A balanced fleet suitable to begin gaming.

| | |
|---|---|
| NAC Fleet Pack | $35.00 |
| ESU Fleet Pack | $35.00 |
| NSL Fleet Pack | $35.00 |
| FSE Fleet Pack | $35.00 |
| Kra'vak Fleet Pack | $35.00 |
| Sa'Vasku Fleet Pack | $35.00 |

# Grenadier's Future Warriors

### Fantasy Warriors Miniatures

Blisters with ( ) exaggerated 25mm figures. By Mark Copplestone.

| | | |
|---|---|---|
| GRE1501 | SCAVENGERS (2) RIFLE & PISTOL | $6.00 |
| GRE1502 | ROBO HUNTERS (2) PISTOLS | $6.00 |
| GRE1503 | TROOPER TACTICAL SQUAD (2) | $6.00 |
| GRE1504 | TACTICAL SQUAD LEADERS (2) | $6.00 |
| GRE1505 | REBELS W/ASSAULT RIFLE & SMG 2 | $6.00 |
| GRE1506 | REBEL LEADERS (2) | $6.00 |
| GRE1507 | FUTURE SAVAGES: X-BOW, GUN (2) | $6.00 |
| GRE1508 | FUTURE SAVAGE SLASHERS (2) | $6.00 |
| GRE1509 | TEEN ROBO HUNTERS (2) | $6.00 |
| GRE1510 | LAW ENFORCERS (2) | $6.00 |
| GRE1511 | TROOPERS WITH HEAVY WEAPONS(2) | $6.00 |
| GRE1512 | MILITARY LASER TEAM (2) | $6.00 |
| GRE1513 | STREET SCUM W/AUTO WEAPONS(2) | $6.00 |
| GRE1514 | HEAVY METAL MANIACS (2) | $6.00 |
| GRE1515 | HEAVY METAL MADMEN (2) | $6.00 |
| GRE1516 | CORPORATES WITH PISTOLS (2) | $6.00 |
| GRE1517 | CORPORATE THUGS BODYGUARDS (2) | $6.00 |
| GRE1518 | TROOPERS, SNIPER & LEADER(2) | $6.00 |
| GRE1519 | SCAVENGER HEROES (2) | $6.00 |
| GRE1520 | NBC WARFARE TROOPERS (2) FLAMR | $6.00 |
| GRE1521 | POWER ARMOR TROOPER AUTOCANN 1 | $6.00 |
| GRE1522 | POWER ARMOR TROOPER W/LASER(1) | $6.00 |
| GRE1523 | FUTURE SAVAGES FLAMER TEAM(2) | $6.00 |
| GRE1524 | SATELLITE COMMUNICATIONS TEAM2 | $6.00 |
| GRE1525 | OVERLORDS (2) (TROOPER & FUTUR | $6.00 |
| GRE1526 | STREET BIKE WITH UZI RIDER | $9.00 |
| GRE1527 | STREET BIKE WITH SAMURAI RIDER | $9.00 |
| GRE1528 | BIKER GANG MEMBERS (2) FLAMER | $6.00 |
| GRE1529 | BIKER BABES WITH GUNS (2) | $6.00 |
| GRE1530 | REBEL WOMEN WITH GUNS (2) | $6.00 |
| GRE1531 | BIKERS W/GUNS (2) MALE & FEMAL | $6.00 |
| GRE1532 | NETWORK 92 MEDIA TEAM (2) | $6.00 |
| GRE1533 | NETWORK 92 TERROR SQUAD (2) | $6.00 |
| GRE1534 | SECRET AGENTS IN SUITS (2) | $6.00 |
| GRE1535 | ANTI-TERRORIST AGENTS W/SMG(2) | $6.00 |
| GRE1536 | SWAT GUARDS SENTRY GUN & GUARD | $4.00 |
| GRE1537 | DATA BANKS TERMINALS & COMM(4) | $6.00 |
| GRE1538 | SIDECAR & WEAPONS ADD-ON | $9.00 |
| GRE1539 | FUTURE SAVAGE HOG CYCLE RIDER | $9.00 |
| GRE1540 | REBEL ASSAULT TEAM (2) | $6.00 |
| GRE1541 | CORPORATE GUARD RESPONSE TEAM2 | $6.00 |
| GRE1542 | CYBORGS MODEL C-1 (2) | $6.00 |
| GRE1543 | TROOPER ON MILITARY CYCLE (1) | $9.00 |
| GRE1544 | THE PACK: SCAVENGER GANGERS(2) | $6.00 |
| GRE1545 | SCAVENGER ON ATV (1) | $9.00 |
| GRE1549 | REBEL SNIPER & SPOTTER (2) | $6.00 |
| GRE1550 | REBEL HEAVY WEAPONS (2) | $6.00 |
| GRE1580 | COLONIAL TROOPERS (8) | $23.95 |
| GRE1581 | POWER ARMOR EXTRA WEAPONS (4) | $23.95 |
| GRE1598 | LOU'S LADIES: RPG & UZI (2) | $6.00 |
| GRE1599 | DWAYNE'S DAMES: PISTOL,SWORD 2 | $6.00 |

# Havok

C&A **HAVOK SKIRMISH BATTLE SET**

A brand new sci-fi miniatures gaming system with two big differences, firstly, all the miniatures come with a basic paint job, and two, the rules are very simple, so you can concentrate on just playing the game! This setting is as follows: the human Empire of Karn has no boundaries. For over 5,000 years they have ruled over the peoples of the universe. They have crushed those who stood before them, enslaved those who survived and imposed on all the Karnian Kodex - the rule of Imperial Law. But the human Nexus Rebellion battle desperately against Karn's tyrany, striking repeatedly at Karn from their mighty battle fleets. Yet in the furthest reaches of space a new and terrible enemy has appeared - a relentless and tenacious foe, the insectoid Pteravore attack both Karn and Nexus alike. This boxed game includes short rules that cover the *entire* game system, 26 troop cards (covers *every* troop type) with stats and point values, two large plastic dreadnoughts called *Battle Forms*, 8 painted troops around 32mm tall, stick-on transfers for the miniatures' bases and the four terrain pieces, 8 special combat dice, and two cardstock rulers. Looks great! (Almost the whole range of miniatures are available!) **$55.00**

### Havok Miniatures

**Painted** plastic miniatures around 32mm tall.

| | | |
|---|---|---|
| CAAHK01 | Karn Troopers - basic weapons, power armor, shields (3) | $6.50 |
| CAAHK02 | Karn Darkest Suns - warriors with weapons & shields (3) | $6.50 |
| CAAHK03 | Karn Klan Warriors: youths with power swords & shields (3) | $6.50 |
| CAAHK04 | Karn Suma-Kai - big warriors with hand weapons (2) | $6.50 |
| CAAHK05 | Karn Kai-Unes with Axe-weapons and shields (3) | $6.50 |
| CAAHK06 | Karn Borkian Mercenaries - winged alien warriors (3) | $6.50 |
| CAAHK07 | Karn BattleForm (dreadnought) (1) & Form Warrior (1) | $11.00 |
| CAAHK09 | Karn Banshee Attack Thopter (2) & Glaive Riders (2) Banshees are gunships, Glaives are Jetpack assault troops. | $23.00 |
| CAAHN01 | Nexus Troopers - basic weapons and power armor (3) | $6.50 |
| CAAHN02 | Nexus Kinsmen - elite troops with hand weapons (3) | $6.50 |
| CAAHN03 | Nexus Tribunes - warriors with two hand weapons (3) | $6.50 |
| CAAHN04 | Nexus Brotherhood: monks with 2 handed polearms (3) | $6.50 |
| CAAHN05 | Nexus Assault Troops - 2 handed assault weapons (3) | $6.50 |
| CAAHN06 | Nexus Mauler Tank & Doomguard Warrior | $11.00 |
| CAAHN07 | Nexus BattleForm (dreadnought) (1) & Hundred Warrior (1) | $11.00 |
| CAAHN09 | Nexus Hammer Heavy Tank & Storm Troopers (3) | $19.00 |
| CAAHP01 | Pteravore Razors - Insectoid aliens with scythe arms (3) | $6.50 |

# Gorkamorka

GAM **GORKAMORKA**

The latest big boxed game from Games Workshop. Across a barren landscape, mobs of savage Ork warriors battle for supremacy and scap. Fame and fortune are gained in a hail of bullets and the roar of crude vehicles in a world where there is no mercy. *Gorkamorka* puts you in the driving seat of a bloodthirsty mob of Orks fighting for power and glory in these highly unorthodox car races! Don't just try to drive faster than the opponent, try blowing him up or shooting up the crew first! The set includes 2 ork Wartraks, 2 Ork 4-wheel vehicles, 12 ork Boyz, rulebook, sourcebook, a large ork building, mining shaft, range rulers, blast markers, templates, counters, tank-traps, dice, etc! The rules cover scenarios and crew's gaining experience, learning new skills and kustomisin' weaponry. **$105.00**

**DIGGANOB** Boxed expansion. This mayhem-packed supplement contains splendid card models and a 96 page rulebook. The card models are great props for your mobs to fight around, and the rules have three new mobs: Savage Diggas; hideous Muties; and Rebel Grot Revolutionaries. **$58.50**

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| CIT978106 | REBEL SNOTZ (4) | $11.00 |
| CIT978813 | REBEL GROTZ (4) | $13.50 |
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| CIT978281 | REBEL GROT BIG LUGGA | $45.00 |
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| CIT978847 | DA SCRAPHUNTER | $16.00 |
| CIT978854 | DIGGANOB | $11.00 |
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| CIT980550 | SPEARGUN TRUKK | $38.00 |
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# Legions of Steel

GLO **LEGIONS OF STEEL**

This game used to sell for over $100! Now just $49.95. It contains 1/2 kg of metal miniatures. This is a fast paced miniatures combat game. You try to save humanity from a siege of nightmarish marchines. Play an elite group of commandos in powered armor on their missions to destroy the base complex of their enemy. Meanwhile, your opponent maneuvers his horde of mechanical minions commanded by ten feet of metallic horror - the dreaded Mark I Assault Fiend. Mechanics are simple. Only six sided dice are required to quickly resolve firefights, but you need more than luck to survive. With Forcewall grenades, Nachtmachers, Blasters and Napalm X flame weapons on the field of battle, tactical considerations are many. For 2 or more players. Includes 19 metal miniatures (of 30mm scale), 48 full color interlocking map templates (like Space Hulk), 86 color counters, 24 stand up doors, rules with 8 scenarios. **$49.95**

**ALIEN SOURCEBOOK**

A 96 page book which introduces us to the Black Empire, the Infranites and the Fantasians. Provided is an overview of each race's physiology, culture and history. There are six scenarios, charts, tables, and painting schemes. **$15.00**

**JUNCTION POINT CAMPAIGN PACK**

The Princess Meline of the Black Empire is kidnapped by the Machines, and a massive rescue operation is launched. Includes campaign rules, rules for 25 new miniatures, 20 new weapons, point values, 7 scenarios, 12 more geomorphic mapboards, etc. **$15.00**

**PLANETSTORM LOS Tabletop Battles Rules**

This is the official Legions of Steel (LOS) miniatures rules! These are a tactical science fiction combat game set in the not-so-distant future. The 22nd century is one of advancement and discovery for Earth. Contact by extra-terrestrial, global unification and technological advancement are all hallmarks of this age. All of these events, however, have a single cause - the galactic invasion by the Machines: the Legions of Steel. The setting and game system were originally introduced in the Legions of Steel Boxed game. That game covered the conflicts which occured underground in teh Machine production complexes. These rules take the battle out of the dungeon-like corridors and into the open; off the gameboard and onto the tabletop. The comprehensive, stand alone rules are 192 pages in length with extensive background into for every race, and game stats and usually an illustration for every miniature listed below. Also has a full color painting guide. **$29.00**

### The Machines

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| GLO1702 | G1C NIGHTMARE W/NEGASPHERE (2) | $6.50 |
| GLO1703 | G1A NIGHTMARE W/SCATTERGUN (2) | $6.50 |
| GLO1710 | MARK I ASSAULT FIEND (1) | $7.50 |
| GLO1711 | MARK 1A1 ASSAULT FIEND (1) | $11.00 |
| GLO1720 | C1 SUCCUBOT & CONTROL ROBOT(1) | $5.50 |
| GLO1730 | G3 PREDATOR (2) | $6.50 |
| GLO1731 | G3B PREDATOR W/DEADBOLT & GL 2 | $7.50 |
| GLO1732 | G3A PREDATOR W/LACERATOR (2) | $7.50 |
| GLO1740 | MARK II ASSAULT FIEND (1) | $10.00 |
| GLO1741 | MARK IIA1 ASSAULT FIEND (1) | $11.00 |
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| GLO1781 | MARK IIIA1 ASSAULT FIEND (1) | $14.00 |
| GLO1790 | C2 CENTURION (1) | $14.00 |
| GLO1800 | G5 STALKER (1) | $10.00 |
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| GLO1820 | SCORPION ROBOT (1) | $14.00 |
| GLO1830 | DREADBOT (1) | $27.00 |
| GLO1998 | MACHINE SECURITY HORDE (11) | $32.50 |
| GLO1999 | MACHINE INFILTRATION HORDE(11) | $29.95 |

# Mutant Chronicles

HEA **WARZONE MINIATURES RULES**

144 glossy, full color pages, with heaps of color photos of miniatures, and lots and lots of stunning full color paintings and art, much of it by ex-Games Workshop staff. The rules themselves are fast moving and not too complex. All figures are rated with close combat skills, ranged weapons, armor value, leadership, actions, wounds, strength, movement, and point value. Most troops have 3 actions, with more capable troops such as captains have 4 actions. A nephanite has 6 actions. Players dice for initiative, which is a D20 + leadership score, then take turns moving one squad or character each. When a model is activated, it must spend its actions. With three actions it can do a selection of move, fire, aim, concentrate, hide, spot, give orders, wait, etc. Actions can be taken in any order and any number of times up to the actions number. A standard trooper with 3 actions can move three times, or shoot three times, or move, fire then hide. If you aim and then fire, you get big to-hit bonuses. The rules include 37 pages of pure background, and army lists & weapons lists for Capitol, Bauhaus, Mishima, Imperial, Cybertronic, The Cartel, The Brotherhood, Algeroth, Ilian, Muawijhe, Semai, and Demnogonis. Includes one card sheet of counters & templates. **$27.50**

**DAWN OF WAR Warzone Compendium I**

Includes Heroes and Villains from the Mutant Chronicles universe. Now your force can include everyone from agent Nick Michaels to Crenshaw the Mortificator to Alakhai the Cunning. Revised close combat rules enhance games, there are expanded abilities for specialised forces, and many new weapons, optional rules, new equipment, new creatures, new attack templates, etc. **$23.95**

**BEASTS OF WAR Warzone Compendium II**

Includes vehicle rules for *Warzone*. Capitol Purple Sharks strafe the Dark Legion scum in the venusian jungles; Necromower squads cut swathes through Legionaries in the martian deserts, etc. The vehicles include the Mishimese Dragonbike, Brotherhood Death Angel, etc. Also new troops such as the Secret Kohorts, rules updates, vehicle ref cards and templates, new weapons. **$27.00**

**CASUALTIES OF WAR Warzone Compendium III**

100 full color pages covering new Wolfbane troops such as Berserkers, Headhunters, Mourning Wolves; the 32nd Trench Battalion and their Hurricane Walkers; new weapons and equipment, the Cybertronic Scorpion that leaps enemy models, Dog Soldiers with their Battlehounds that spot Dark Huntsmen; Tiger Dragons; Pilgrims and Pilgrim Executioners, new rules, abilities, new characters, and heaps of hideous new Dark Legion monstrosities such as Golgotha, a vile cross between a spider & a woman; the Pretorian Behemoth that can toss enemy models up to 20 inches, and the Metropolitan Prophet, which is the perfect infiltrator. **$27.00**

**DARK EDEN** This 102 page book is the first in the Worlds at War series. Brings the intriguing setting of Earth to the Warzone tabletop. Covers the four major Dark Eden tribes, local Corporate and Brotherhood emissaries, extensive section on the Dark Legion, also beasts, special models, rituals, prophecies, forcelists, armories, etc. **$33.00**

**BROTHERHOOD CATHEDRAL** A full color card model of a Brotherhood Cathedral, two new miniatures, the Brotherhood Visionary and the Dark Legion Angel of Mercy; and a 32 page book with 10 scenarios presented as a large campaign set over the Cathedral. **$42.50**

### Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel bases

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| HEA9882 | ASHIGARU | $5.00 |
| HEA9883 | ACOLYTE WITH HEAVY WEAPON | $5.00 |
| HEA9884 | INITIATE WITH HEAVY WEAPON | $5.00 |
| HEA9885 | SACRISTAN WITH HEAVY WEAPON | $5.00 |
| HEA9886 | IMPERIAL PATHFINDER # 1 | $5.00 |
| HEA9887 | IMPERIAL PATHFINDER # 2 | $5.00 |
| HEA9888 | IMPERIAL HEADHUNTER # 1 | $5.00 |
| HEA9889 | IMPERIAL HEADHUNTER # 2 | $5.00 |
| HEA9890 | IMPERIAL WARHOUND | $5.00 |
| HEA9891 | LUTHERAN DISCIPLE SERGEANT | $5.00 |
| HEA9892 | LUTHERAN GREYMOURN W/HVY WEAPON | $5.00 |
| HEA9893 | SONS OF RASPUTAN SOLDAT SERGEANT | $5.00 |
| HEA9894 | SONS OF RASPUTAN SOLDAT KOMANDANT | $5.00 |
| HEA9895 | SOLDAT FLAMMENT TROOPER | $5.00 |
| HEA9896 | BROTHERHOOD WITH HEAVY WEAPON | $5.00 |
| HEA9897 | BROTHERHOOD SERGEANT | $5.00 |
| HEA9898 | TEMPLAR CENTURION | $5.00 |
| HEA9899 | BROTHERHOOD WATCHMAN | $5.00 |
| HEA9900 | CRESCENTIAN PROPHET | $5.00 |
| HEA9901 | GREYMOURN LOADER | $5.00 |
| HEA9902 | LUTHERAN FUSILIER SERGEANT | $5.00 |
| HEA9903 | LUTHERAN CORSAIR | $5.00 |
| HEA9904 | SONS OF RASPUTIN SOLDAT W/HVY WPN | $5.00 |
| HEA9905 | SONS OF RASPUTIN SHOCK SERGEANT | $5.00 |
| HEA9906 | CRESCENTIAN MATYR | $5.00 |
| HEA9907 | CRESCENTIAN KHAN'S GUARD SERGEANT | $5.00 |
| HEA9908 | GUARD W/HEAVY WEAPON | $5.00 |
| HEA9909 | GENDARME WITH HEAVY WEAPON | $5.00 |
| HEA9910 | GENDARME HUNTER | $5.00 |
| HEA9912 | SCION OF ILIAN # 1 | $5.00 |
| HEA9913 | SCION OF ILIAN # 2 | $5.00 |

# Necromunda

GAM NECROMUNDA

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, gantries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 paint modelling and painting guide, 2 plastic rangerulers, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. **$99.00**

**OUTLANDERS**

Adds outlaws to the game of Necromunda. Features Wyrds, weird witches with terrifying psychic powers, lethal Spyrers, new weapons, outlaw scenarios, the Arbitrator campaign, new card buildings which included a shielded walkway, 12 plastic bulkheads, 5 card barricades, an elevator and a watch tower. **$54.00**

**NECROMUNDA Battles in the Underhive**

A compilation of some of the most sought after Necromunda articles from the pages of White Dwarf and the Citadel Journal. Also contains new event cards and rules for using them, an article about playing the feared Adeptus Arbites, and Triple Cross: a brand new scenario by Andy Chambers. **$31.50**

## NECROMUNDA MINIATURES

**NECROMUNDA BOXED SETS**

| | | |
|---|---|---|
| CIT0043 | HOUSE CAWDOR | $36.00 |
| CIT999651 | HOUSE ORLOCKS | $36.00 |
| CIT0049 | HOUSE GOLIATH GANG | $29.00 |
| CIT999637 | HOUSE ESCHER GANG | $36.00 |
| CIT0051 | HOUSE VAN SAAR GANG | $36.00 |
| CIT999613 | HOUSE DELAQUE GANG | $36.00 |
| CIT999606 | REDEMPTIONIST GANG (8) | $36.00 |
| CIT0054 | RATSKIN RENEGADES (8) | $36.00 |
| CIT999583 | SCAVVY GANG (8) | $36.00 |

**NECROMUNDA BLISTERS**

| | | |
|---|---|---|
| CIT997176 | HOUSE ORLOCK JUVES | $13.50 |
| CIT997169 | HOUSE ORLOCK HEAVY WEAPON | $11.00 |
| CIT997152 | HOUSE ORLOCK GANGERS | $13.50 |
| CIT997145 | HOUSE ORLOCK LEADER | $11.00 |
| CIT729067 | HOUSE CAWDOR JUVES | $14.50 |
| CIT729074 | HOUSE CAWDOR HEAVY WEAPON | $9.00 |
| CIT997114 | HOUSE CAWDOR GANGERS | $13.50 |
| CIT729098 | HOUSE CAWDOR LEADER | $9.00 |
| CIT997091 | HOUSE GOLIATH JUVES | $13.50 |
| CIT997084 | HOUSE GOLIATH HEAVIES | $10.00 |
| CIT729142 | HOUSE GOLIATH GANGERS | $14.50 |
| CIT729159 | HOUSE GOLIATH LEADER | $9.00 |
| CIT729180 | HOUSE ESCHER JUVES | $14.50 |
| CIT997046 | HOUSE ESHER HEAVY WEAPON | $11.00 |
| CIT997039 | HOUSE ESCHER GANGERS | $12.50 |
| CIT729210 | HOUSE ESCHER LEADER | $9.00 |
| CIT729241 | HOUSE VAN SAAR JUVES | $14.50 |
| CIT997008 | HOUSE VAN SAAR HEAVY WEAPON | $11.00 |
| CIT996995 | HOUSE VAN SAAR GANGERS | $13.50 |
| CIT729272 | HOUSE VAN SAAR LEADER | $9.00 |
| CIT729302 | HOUSE DELAQUE JUVES | $14.50 |
| CIT996964 | HOUSE DELAQUE HEAVY WEAPON | $11.00 |
| CIT996957 | HOUSE DELAQUE GANGERS | $13.50 |
| CIT729333 | HOUSE DELAQUE LEADER | $9.00 |
| CIT996933 | RATSKIN SCOUTS | $11.00 |
| CIT729379 | UNDERHIVE SCUM | $9.00 |
| CIT729388 | BOUNTY HUNTERS | $11.50 |
| CIT996919 | BOUNTY HUNTER WITH BOLTGUN | $13.50 |
| CIT996896 | BOUNTY HUNTER WITH SHOTGUN | $13.50 |
| CIT599028 | SPYRER ORRUS | $13.50 |
| CIT996872 | SPYRER MALCADON | $13.50 |
| CIT996864 | SPYRE: YELD | $13.50 |
| CIT996858 | SPYRE: JAKARA | $11.00 |
| CIT729456 | MAD DONNA | $14.50 |
| CIT729469 | WYRD BEASTMASTER | $14.50 |
| CIT729593 | WYRD PYROMANIAC | $11.50 |
| CIT729609 | KARLOTH VALOIS | $14.50 |
| CIT729619 | PLAGUE ZOMBIES | $14.50 |
| CIT729661 | WYRD TELEPATH | $11.50 |
| CIT729678 | WYRD TELEKINETIC | $11.50 |
| CIT729479 | REDEMPTIONIST ARCH ZEALOT | $14.50 |
| CIT996810 | NECROMUNDA WEAPONS | $12.50 |
| CIT729529 | REDEMPTOR PRIEST | $9.00 |
| CIT729539 | REDEMPTIONIST ZEALOT | $9.00 |
| CIT996797 | REDEMPTIONIST BRETHREN (3) | $13.50 |
| CIT996803 | REDEMPTIONIST DEACON (1) | $11.00 |
| CIT729549 | BRAKAR THE AVENGER (1) | $14.50 |
| CIT996759 | RATSKIN BRAVES (3) | $13.50 |
| CIT996742 | RATSKIN CHIEF (1) | $11.00 |
| CIT996735 | RATSKIN SHAMAN (1) | $11.00 |
| CIT729589 | PIT SLAVES (2) | $9.00 |
| CIT729623 | SCAVVY BOSS | $9.00 |
| CIT729630 | SCALY | $14.50 |
| CIT729647 | SCAVVIES (4) | $14.50 |
| CIT729654 | SCAVVY MUTANTS (3) | $14.50 |

# Silent Death

IRO **Silent Death: The Next Millennium** **/##

**Deluxe Edition.** A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintergrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs **$80.00**

**Silent Death The Next Millenium Rulebook** The rulebook of the above boxed set, available separately. **$24.00**

**Silent Death Rookie Rules** This is a complete game, an introduction to Silent Death. Includes a subset of the rules and components, while still allowing for a wide diversity of weapon types, crew quality, and tactical situations. Includes starcraft display book, 6 rookie scenarios, 9 dice, plastic missiles, torpedoes, asteroids, two 24"x36" maps, 24 plastic ships, 2 each of 12 designs. **$35.00**

**Renegades: The Espan Rebellion** A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza. Includes 19 scenarios, a campaign system, 6 new starcraft **$16.00**

**Silent Death Annex: Operation Dry Dock** Since the fall of the Empire, many standard Imperial ship designs have undergone refits. This book has 23 previously unseen ship variants. **$22.50**

**Silenth Death Forces: Universal Night Watch** Through sharing resources, technologies, and intelligence, the Twelve created a brotherhood for the defense of Mankind. The Universal Night Watch was founded protect against the Night Brood, horrors from beyond Terran space. New weapons, technology, 12 scenarios. **$22.50**

**Silent Death Hostile Takeover** Documents the presidential term of Pedro Martinez, his efforts to free Espan from the stifling yoke of Kashmere debt, and the war that resulted. Has 4 new fight wings, four new space fighters, 12 new scenarios. **$19.00**

**Silent Death Races: Night Brood - First Contact** Shows in great detail the initial confrontation with the Grubs, a bellicose alien race intent on the destruction of mankind. They swarm through deep space ravaging planet after planet. Rules for using Grub ships and weapons, scenarios, 188 color counters, etc. **$24.00**

**Silent Death House: Sigurd Archdiocese** The faithful of the Church of Odin believe that only they can stand against the Brood and their evil encroachment on human space. **$22.50**

**Silent Death Kashmere Commonwealth** Reveals the history of the greatest trading house in the galaxy. Special rules for construction of freighters and other cargo vessels, seven new Kashmere house ships & two new pirate vessels, scenarios, and campaign. **$22.50**

**Silent Death Rules of Warfare** A supplement for scheduling tournaments, running leagues, and organising SD events. Has multiple round event guidelines, updated optional rules checklist, display sheets for the Silent Death prize ships including the Orca, Dolphin, Piranha, cut-out color counters and maps for tabletop play. **$19.00**

Silent Death Fighter Tactics Manual Hones the skills of most veteran players and opens new possibilities to rookies. Basic fighter maneuvres and advanced tactical theories. Tactics presented reflect the basic Silent Death rules. 3 scenarios, new prices, optional rules, six new fighters. **$22.00**

**SpaceJunk** Nebulas, dust clouds, radiation zones, gravity wells can now appear on ship screens in the Silent Death universe. Rules for 30 different stellar objects, satellite and outpost design rules, starfighter combat within an atmosphere, etc. **$22.50**

**Sunrunners** With the end of the Terran-Hatchling War, the frontier is expanding once again, but not without conflict. This module reveals everything there is to know about the last survivors fo Barat-Tuul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries who hire themselves out for money or salvage or parts. **$21.50**

**Warhounds** Escort vessels - corvettes, frigates and destroyers - are the true workhorses of all interstellar navies. This supplement adds the escort class of ships to the deadly universe of Silent Death. This book includes 6 escort class ships. **$24.00**

**ASP Technology** Explores the most technologically advanced Terran house and its rise to power, its near obliteration by the Hatchlings, and leaps in technology to help it survive. **$23.95**

**Yoka-Shan Warworlds** The Warworlds have as many enemies as they do allies, so they invest heavily in research and development to try to keep an edge, so they have some cool stuff. Includes new technology, history, scenarios & new fighters, warhound. *Sep.* **$25.50**

**Q'raj Void Protectorate** Started as a band of colonies that had forged political and military alliances to resist piracy and the political manipulation of the other Terran Empire houses. Now a very strong military force. With 15 scenarios, 4 new fighters, 1 new warhound, 3 refit fighters, 1 new gunboat. *Oct.* **$25.50**

## IRO Explosive Decompression

A science fiction miniatures game of havoc and mass destruction. This is the first game besides *Silent Death* to use the Combat Express resolution system. The fast-paced, man-to-man boarding actions take place aboard Warhouse class starships from the Silent Death universe. Enemy units are not the most deadly perils: players must contend with reactor leaks, ruptured pipes, a confined environment, goop, mad robots, and explosive decompression. This boxed game includes plastic and metal figures including heavy assault troopers and commanders, robotic defense units, scenario and rule books, counters, color maps, dice, etc. **$109.95**

### Silent Death Miniatures

| | | |
|---|---|---|
| IRO7410 | WINGS OF DEATH (48 plastic miniatures same as in the game.) | $50.00 |
| RAF0601 | SPIRIT RIDER (3) | $8.50 |
| RAF0602 | THUNDER BIRD (2) | $8.50 |
| RAF0603 | NIGHT HAWK (2) | $8.50 |
| RAF0604 | SERAPH (2) | $8.50 |
| RAF0605 | SALAMANDER (2) | $8.50 |
| RAF0606 | EPPING GUNBOAT (1) | $8.50 |
| RAF0607 | TEAL HAWK (1) | $8.50 |
| RAF0608 | SORENSEN 111 (2) | $8.50 |
| RAF0609 | REVENGE (2) | $8.50 |
| RAF0610 | PHARSII II (2) | $8.50 |
| RAF0611 | PIT VIPER (2) | $8.50 |
| RAF0612 | SHYRACK SHUTTLE (2) | $8.50 |
| RAF0613 | BLIZZARD (1) | $8.50 |
| RAF0614 | KOSMOS (1) | $8.50 |
| RAF0615 | HELL BENDER (1) | $8.50 |
| RAF0616 | DEATH WIND (1) | $8.50 |
| RAF0617 | GLAVE (1) | $8.50 |
| RAF0618 | DRAKER (1) | $8.50 |
| RAF0619 | DART FIGHTER | $8.50 |
| RAF0620 | TALON | $8.50 |
| RAF0621 | LANCE ELECTRA | $8.50 |
| RAF0622 | SENTRY FIGHTER | $8.50 |
| RAF0623 | STAR RAVEN GUNBOAT | $8.50 |
| RAF0624 | BETA FORTRESS | $8.50 |
| RAF0625 | SAUCER (4) | $8.50 |
| RAF0626 | BLOOD HAWK (3) | $8.50 |
| RAF0627 | CRESENT (3) | $8.50 |
| RAF0628 | EAGLE (2) | $8.50 |
| RAF0629 | SCORPION (1) | $8.50 |
| RAF0630 | CONESTOGA (1) | $8.50 |
| RAF0631 | NARWALE (1) | $8.50 |
| RAF0632 | AOSHA (1) | $8.50 |
| RAF0633 | RAY (1) | $8.50 |
| RAF0634 | FLETCHER (1) | $8.50 |
| RAF0635 | MEGA FORTRESS | $8.50 |
| RAF0636 | CONSTELLATION (1) | $8.50 |
| RAF0637 | AVENGERS (2) | $8.50 |
| RAF0638 | WAVECUTTER (4) | $8.50 |
| RAF0639 | HAVOK (2) | $8.50 |
| RAF0640 | CATASTROPHIE (2) | $8.50 |
| RAF0641 | WINDJAMMER (4) | $8.50 |
| RAF0642 | SPIDER (2) | $8.50 |
| RAF0643 | TIGER MOTH (3) | $9.00 |
| RAF0644 | WORM POD (2) | $9.00 |
| RAF0645 | DRAGON FLY (2) | $9.00 |
| RAF0646 | MUCK WORM (4) | $9.00 |
| RAF0647 | SNAPPING TURTLE | $9.00 |
| RAF0648 | NIGHT WING | $9.00 |
| RAF0649 | HORNET (2) | $9.00 |
| RAF0650 | JAVELIN (2) | $9.00 |
| RAF0651 | RATTLER (3) | $9.00 |
| RAF0652 | EQUALIZER (3) | $9.00 |
| RAF0653 | PRAYING MANTIS (2) | $9.00 |
| RAF0654 | FIRE BAT (2) | $9.00 |
| RAF0655 | FALCON (1) | $9.00 |
| RAF0656 | LARVA (3) | $9.00 |
| RAF0657 | REMORA (2) | $9.00 |
| RAF0658 | LAMPREY (2) | $9.00 |
| RAF0659 | SQUIDGE (2) | $9.00 |
| RAF0660 | MANTA (2) | $9.00 |
| RAF0661 | MUSKELLUNGE (2) | $9.00 |
| RAF0662 | EEL (2) | $9.00 |
| RAF0663 | SCARAB (3) | $9.00 |
| RAF0664 | SKREE (2) | $9.00 |
| RAF0665 | BRIGHT THORN (2) | $9.00 |
| RAF0666 | VARTAK (3) | $9.00 |
| RAF0667 | MONARCH (1) | $9.00 |
| RAF0668 | LONGBOAT (1) | $9.00 |
| RAF0669 | MOUND (4) | $9.00 |
| RAF0670 | DAGGER (3) | $9.00 |
| RAF0671 | HAMMER (2) | $9.00 |
| RAF0672 | STORM (2) | $9.00 |
| RAF0673 | ICE BERG (2) | $9.00 |
| RAF0674 | USHA (1) | $9.00 |
| RAF0675 | VISHNU (1) | $9.00 |
| RAF0676 | KARITIKEYA (1) | $9.00 |
| RAF0678 | LAKSHAMI (2) | $9.00 |
| RAF0679 | MARUT (4) | $9.00 |

# Star Blazers

VOY **STAR BLAZERS**
Tactical space combat rules based on the classic animated science fiction series staring Space Battleship Yamato. The rules include many simple cut-out ship counters, but a fine range of starship miniatures are available below. Now you can refight the Gamilon and White Comet Wars of 2199-2201 AD. Send for the Yamato with its massive Wave Motion Gun and try to crush the evil Gamilon ships and eventually their empire, before the White Comet Empire decides to destroy Earth. The game rules are simple enough to allow battles between fleets, and there are ship record sheets for all ship types at the back of the rules. **$34.00**

### Star Blazers Miniatures

VOY1001 EDFS Space Battleship Yamato (1) ..... $16.00
VOY1002 EDFS SBB Andromeda (1) ..... $16.00
VOY1003 EDFS Standard Battleship (1) ..... $14.50
VOY1004 EDFS Battlecruiser (1) ..... $9.50
VOY1005 EDFS Frigate (6) ..... $8.00
VOY2001 GAM Tri-Deck Carrier (1) ..... $16.00
VOY2002 GAM Battle Carrier (1) ..... $16.00
VOY2003 GAM S-Type Battleship (1) ..... $16.00
VOY2004 GAN Desslok Command Ship 1 (1) ..... $12.95
VOY2005 GAM Destroyer (6) ..... $8.00
VOY2006 GAM Smite Ship (2) ..... $6.50
VOY3001 COM Magma Flame Ship Medaruus (1) ..... $18.95
VOY3002 COM Battleship (1) ..... $16.00
VOY3003 COM Twin Deck Carrier (1) ..... $16.00
VOY3004 COM Destroyer (3) ..... $9.50

# Star Wars

West End Games are no longer making Star Wars figures. The word is that Global Games will be making figures in 28mm scale, that is, the same scale as Citadel.

**Star Wars Miniatures Rules** They're back! With the rules updated to make them compatible with with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. **30.00**

**Star Wars Miniatures Companion** Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, Snowspeeder, etc. **$25.00**

# Space Rangers

ICE **SPACE RANGERS** **$50.00**
This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armor normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotta bases.

# Warhammer 40,000

GAM **WARHAMMER 40,000 BOXED SET**
Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Gretchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.

And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore they first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves inwhich to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having it's own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out. **$119.95**

**WARHAMMER MONTHLY** Games Workshop are now producing a Warhammer comic magazine, to be released monthly. Features top quality comics set in the Warhammer Fantasy and Warhammer 40,000 universes. **$5.00 each or $55.00 for 12 issues.**

**CODEX ASSASSINS** The Imperial Assassins are totally awesome combatants, each one trained to excel in all the arts of death' and use some of the most deadly weapons in the Imperium. This book gives rules and background for Vindicare, Callidus, Eversor and Culexus Assassins. **$16.00**

**CODEX SPACE WOLVES** Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njall Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimnar. Includes all the weapons, point values, etc. **$31.50**

**CODEX ELDAR** The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, Maugan Ra, etc. Secial rules for eldar weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc. **$31.50**

**CODEX ORCS** 96 page book detailing the orcs, gretchin, and snotlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons, such as the Shokk Attack Gun and its snotling ammo, and those crazy Orky artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things! and characters, comprehensive army lists, and an 'eavy metal painting guide. **$31.50**

**CODEX ULTRAMARINES** The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. For example, Marneus Calgar, the Master of the Ultramarines, has a Strategy Rating of 6! as wells as Terminator Gauntlets with twin bolters; Chaplain Cassius makes his squad immune to fear of Tyranids, Captain Invictus has a plasma blaster and can have a Terminator or Veteran squad as a bodyguard, each member of which can have a wargear card; rules are included so that you can field the feared Legion of the Dead, who never have to take a leadership test; there are a whole host of deadly vehicles, and great variants for support weapons, etc. With history, painting guides, organisation, and more. **$31.50**

**CODEX TYRANIDS** At last the Tyranid Codex is here, and it was worth the wait. The Tyranids are now even more a force to be reckoned with. New beasties include Gargoyles, which are flying Termageants armed with flamers; Hormagants, which are tough Termageants armed with 4 scythe like claw arms; the Lictor, a Tyranid sized assassin which cannot be spotted when hiding; Zoanthrope, a special psycher monster; spore mines & their living launcher. There are a heap of new weapons, including the venom cannon, barbed strangler, devourer, spinefist, etc; and lots of living bio wargear, including regenerate wounds, voltage field, adrenalin sac, sharpened claws, etc. I have a large and impressive Tyranid army. For 2,000 points I like to field around 5 - 6 Lictors with Voltage fields and about sixty Hormageants, lead by a mighty Hive Tyrant with a Venom Cannon. Termageants with Stranglewebs are a handy way of sticking enemies in place. **$31.50**

**CODEX IMPERIAL GUARD** The Imperial Guard is the largest and most powerful fighting force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies. This 112 page book covers the planets and histories of most famous Imperial Guard Regiments. It gives special rules for the Imperial Guard, all their unique weaponry, wargear, and multitude of tanks. Organisation details, painting guides. **$31.50**

**CODEX ANGELS OF DEATH** The Codex which covers the Blood Angel and the Dark Angel Space Marine Chapters. The Dark Angels were the first Space Marine Legion: they are serious, slow to anger, but tenacious and unstoppable. Their history contains a dark, dark secret, which even today the chapter is trying to remove the stain. This dark secret, and other secrets, are revealed fully in the book. The book covers the Deathwing, all the special characters & their wargear cards, etc. The Blood Angels are the most ferocious and blood-thirsty of all the Space Marines. Includes Dante their leader, and the other specials, the Death Company, the whole history of the chapter, with their own secret curse and attempts to be rid of it. This is a great book! **$31.50**

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# Paint & Accessories

## DICE

**KOP Mini Pearlised Dice Set (7)** Very cute mini pearlised dice, about half the size of our normal dice. Each Tube contains D4, D6, D8, D10, D12, D20 and D00s. The colors are Charcoal, Emerald, Grey, Navy, Purple or Red. *(If you buy one of each color, $30.00)* **$6.00**

Mini Pearlised - Actual Size

JED **Poly Dice** Plain, one color opaque dice: D4, D6, D8, D10, D12 & D20 sided configurations - in several colors. (black, red, blue, yellow, green, purple & orange). You may state a preference, but we will supply at random if color not available. **$0.70**

JED **Gem Dice** Transparent, one color dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. **$1.00**

JED **Sparkle Dice** Clear gem dice with some coloured sprinkles inside. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **$1.25**

JED **Pearl Dice** Opaque dice with a marbelized finish. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **$1.25**

KOP **Glow In The Dark 7 Dice Set** For those who love night missions and want to add a little atmosphere by playing in the real dark. A glow in the dark D4, D6, D8, D10, D12, & D20. **$12.95**

KOP **Star Dice 25mm 6 sided** Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red, black, and white dice. **$3.00**

KOP **30 Sided Opaque Dice** A large 30 sided opaque dice, in assorted colors. **$5.00**

KOP **30 Sided Gem Dice** A large 30 sided transparent dice, in assorted colors. **$5.00**

KOP **100 Sided Dice** The perfect percentile dice, this dice has 100 faces - though you'll have to wait half an hour for it to stop rolling. **$13.00**

KOP **Dragon 6 Sided Dice** A 16mm 6 sided dice with a dragon instead of a '1'. **$2.00**

KOP **Skull 6 Sided Dice** A 16mm 6 sided dice with a skull instead of a '1'. **$2.00**

KOP **Skunk 6 Sided Dice** A 16mm 6 sided dice with a loveable skunk instead of a '1'. **$2.00**

KOP **Teddy Bear 6 Sided Dice** 16mm 6 sided dice witha cute teddy bear instead of a '1'. **$2.00**

KOP **Unicorn 6 Sided Dice** A 16mm 6 sided dice with a unicorn instead of a '1'. **$2.00**

KOP **Opaque Round Dice 6 Sided** What? How can you have a round dice? Well, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. **$2.75**

KOP **Neon Round Dice 6 Sided** Another round dice the same as above, except this one also glows in the dark. Shame we ain't got glow in the dark screens or miniatures! **$2.75**

CHX **Elemental Dice** These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals, Sea Elementals, Fire Elementals, Earth Elementals.* Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) **$11.00 each**

CHX **Speckled Dice** These are stunning speckled dice like the *Elemental Dice.* The colors availabe are: Jungle Camoflage, Strawberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Sea Foam, Barracuda, Hurricane, Coral Reef, Forest, *Pluto, Venus, Mercury, Terra, Uranus, Mars.* All have 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s. **$11.00 each**

CHX **22mm D6 Speckled Dice (3)** These are the same style of speckled dice as the Elemental dice, except bigger! Each set includes 3 of the same type of speckled 22mm D6 dice. Colors are: Desert, Jungle, Water, Fire, Sun and Earth. **$7.00**

CHX **36mm D6 Speckled Dice** These are the same style of speckled dice as the Elemental dice, except bigger! You get one large 36mm D6 dice. Colors are: Air, Fire, Earth, Water, Jungle and Desert. **$11.00**

ARMDIE-100 **BattleTech Dice (6)** This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. **$6.00** The dice are also available individually for **$1.20** each. They are House Kurita, House Steiner, House Liao, Clan Ghost Bear, Wolf's Dragoons, and Wolfnet.

ARMDIE-110 **BattleTech Dice (6)** This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. **$6.00** The dice are House Marik, Clan Wolf, Clan Jade Falcon, F-C, Ghost Bears, and one I don't recognise.

KOP **Small Dice Bag** A cloth dice bag 4" by 5" in size. Several different colors. **$4.00**

KOP **Large Dice Bag** A cloth dice bag 6" x 9" in size. Several different colors. **$8.00**

KOP **Middle Sized Suede Dice Bag** A suede dice bag 6" x 7" in size. Just suede color. **$11.00**

KOP **Large Suede Dice Bag** A suede dice bag 7" x 8" in size. Just suede color. **$14.00**

## Wargames Accessories

AH **Avalon Hill Counter Tray** A clear plastic counter tray with lid and dice-wells for forgetful gamers! **$5.00**

ARM **Hex Pad**
Pad of 50 pages, each with half inch hexes on one side & quater inch hexes on the other. **$3.00**

ARM **Blank Counter Sheets**
Has 780 ½" counters, being Red, White or Blue (1 sheet of each) with white backs. **$12.00**

## Miniatures Accessories

FJS31-560 **Sawframe with Fine Blade**
A top quality sawframe witha fine blade, perfect for making fine cuts on metal or plastic miniatures. Sawframe is 130 x 80mm in size. **$16.00**

FJS18-435 **Extra Blades for Sawframe**
A pack of 12 fine blades for the above sawframe. **$4.00**

ARM0090/12 **Metal Needle Files Set (12)**
A magnificent set of twelve different miniature files for using on miniatures. Each handle is scored to enable a strong grip, and the files include a flat rectangular file, flat pointed file, 2 different round files, triangular file, square file, round files, etc. Fantastic value. **$29.95**

ARM17018BL **Grip Art Knife with Black Handle**
A heavy duty modelling knife with a long black rubbery handle to aid your grip. This is top quality. **$6.00**

ARMP-319 **Dual Helping Hand with Magnifier**
A great aid to painting miniatures. This is an extra pair of hands. It includes a sturdy, weighted base with two adjustable grips for holding any miniature or part, and an adjustable magnifying glass 65mm in diameter, so that you can paint those tiny details without going blind, while the grips hold the figure motionless. No more shaky hands. **$31.95**

WEL **Magtags - Adhesive Magnets (100 x 4cm x 2cm)**
Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal

mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. **$8.00**

JED **Thick Figure-Basing Cardboard** We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) **$3.50**

# MILLIPUT

We now have a new source of Milliput - which means that each stick is fresh and soft. Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement; it can be sculpted and when it goes rock hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

**Milliput Standard** **$9.00**
**Milliput Super Fine** **$14.50**

# CHESSEX FIGURE CASES

**CHX2850 80 Compartments (2 Pre-cut foam inserts)** **$45.00**
Suitable for 25mm humanoid figures.

**CHX2851 56 Compartments (2 Pre-cut foam inserts)** **$45.00**
Can carry 28 mechs, or 56 larger 25mm figures.

**CHX2852 40 Compartments (1 Pre-Cut foam insert)** **$45.00**
Various compartment sizes, for large figures.

# CITADEL ACCESSORIES

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| CIT420350 | TAPE MEASURE | $12.50 |
| CIT420360 | MODELLING KNIFE | $9.00 |
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| CIT990917 | CITADEL FIGURE CASE DOUBLED SIDED | $54.00 |

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| CIT991112 | 20MM SMALL FANTASY BASES | $5.50 |
| CIT991167 | 25MM LARGE FANTASY BASES | $5.50 |
| CIT991143 | 40MM MONSTER BASES | $5.50 |
| CIT142487 | 50MM NEW FANTASY MONSTER BASES (4) | $4.75 |
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**CITADEL DICE**

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**CITADEL PAINTING GUIDES**

**GAM985753 Collecting & Painting Wargames Armies**
56 page full color book by Games Workshop on collecting Warhammer Fantasy or Warhammer 40,000 armies, including a section on how to paint and base them. **$31.50**

# CITADEL PAINT

**PAINTS**

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| CIT47348 | DWARF BRONZE | $4.50 |
| CIT47349 | BRAZEN BRASS | $4.50 |
| CIT47350 | BURNISHED GOLD | $4.50 |
| CIT47351 | SHINING GOLD | $4.50 |

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| CIT47353 | MAGENTA INK | $3.15 |
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| CIT47360 | SKY BLUE INK | $3.15 |
| CIT47361 | GREEN INK | $3.15 |
| CIT47362 | DARK GREEN INK | $3.15 |
| CIT47363 | BLACK INK | $3.15 |
| CIT47364 | FLESH WASH | $3.15 |
| CIT47365 | VARNISH | $3.15 |

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| CIT838806 | FINE DETAIL BRUSH | $6.75 |
| CIT83881 | SMALL DRYBRUSH | $7.50 |
| CIT83882 | STANDARD BRUSH | $6.00 |
| CIT83883 | DETAIL BRUSH | $6.00 |
| CIT83885 | LARGE DRYBRUSH | $7.50 |
| CIT83886 | BASECOAT BRUSH | $6.00 |
| CIT83887 | PAINT BRUSH SET | $17.00 |
| CIT83888 | LARGE BRUSH | $7.50 |

**CITADEL SPRAY PAINTS**

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| CIT0068 | DARK ANGEL GREEN SPRAY | $10.00 |
| CIT0069 | ULTRAMARINE BLUE SPRAY | $10.00 |
| CIT0090 | BLACK PRIMER SPRAY | $15.50 |
| CIT0091 | WHITE PRIMER SPRAY | $15.50 |
| CIT0093 | CLEAR VARNISH SPRAY | $15.50 |

# Ral Partha

## PAINT SETS

**RAL77730 PARTHA FANTASY PAINTS** **$25.00**
Silver, gold, black, white, blue, green, red, yellow, brush & figure.

**RAL77740 AUTUMN COLOURS** **$18.00**
Autumn gold,khaki,brown,woodbrown,pine green,armor grey.

**RAL77741 SUMMER COLOURS** **$18.00**
Flaxen yellow,adobe & dunkel brown,evergreen,armor grey, olive.

**RAL77750 CHAOS WAR COLOURS** **$18.00**
Mold,slate,burgundy,metallic blue, green & red.

**RAL77790 SILKS AND SATINS AD&D** **$16.00**
Royal blue, lavindar, blue, royal red, white, green.

**RAL77791 NATURAL COLORS AD&D** **$16.00**
Werefur brown,yellow,pink,elemental orange,moss green,blue.

## ACCESSORIES

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|---|---|---|
| RAL77725 | SPRAY PRIMER | $9.00 |
| RAL77726 | SPRAY CLEAR MATTE SEALER | $9.00 |
| RAL77727 | DRAGONSCALE METALLIC CREMES | $19.50 |
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| RAL77729 | SPONGE APPLICATOR BRUSHES | $2.50 |
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## INDIVIDUAL POTS 25ml

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| RAL77714 | DARK BROWN | $3.50 |
| RAL77715 | IVORY | $3.50 |
| RAL77716 | YELLOW | $3.50 |
| RAL77717 | ORANGE | $3.50 |
| RAL77718 | RED | $3.50 |
| RAL77719 | SKY BLUE | $3.50 |
| RAL77720 | TRUE BLUE | $3.50 |
| RAL77721 | DARK BLUE | $3.50 |
| RAL77722 | COPPER METALLIC | $3.50 |
| RAL77723 | PURPLE | $3.50 |
| RAL77731 | KHAKI | $3.50 |
| RAL77901 | AGED METAL AD&D | $3.50 |
| RAL77902 | FROST GIANT WHITE AD&D PAINT | $3.50 |
| RAL77903 | BONE WHITE | $3.50 |
| RAL77904 | MIST GLOW WHITE | $3.50 |
| RAL77905 | STONE | $3.50 |
| RAL77906 | NIGHTMARE BLACK | $3.50 |
| RAL77907 | DROW FLESH | $3.50 |
| RAL77908 | MINOTAUR FUR | $3.50 |
| RAL77909 | HELLHOUND BROWN | $3.50 |
| RAL77910 | DAMSEL FLESH | $3.50 |
| RAL77911 | WARRIOR FLESH | $3.50 |
| RAL77912 | CLERIC BROWN | $3.50 |
| RAL77913 | GUTS PINK | $3.50 |
| RAL77914 | FIREKIN RED | $3.50 |
| RAL77915 | DRAGON SCALE RED | $3.50 |
| RAL77916 | DRAGON TONGUE PURPLE | $3.50 |
| RAL77917 | MIND FLAYER MAUVE | $3.50 |
| RAL77918 | ASTRAL BLUE | $3.50 |
| RAL77919 | DRAGON SCALE BLUE | $3.50 |
| RAL77920 | PALADIN BLUE | $3.50 |
| RAL77921 | LANTERN LIGHT YELLOW | $3.50 |
| RAL77922 | TROLL FLESH GREEN | $3.50 |
| RAL77923 | ELVEN GREEN | $3.50 |
| RAL77924 | SLIME | $3.50 |

## The All New Ral Partha Paint Range

| | | |
|---|---|---|
| RAL77801 | MEDIUM GREY | $3.50 |
| RAL77802 | DARK GREY | $3.50 |
| RAL77803 | SLATE | $3.50 |
| RAL77804 | OLIVE | $3.50 |
| RAL77805 | TAN | $3.50 |
| RAL77806 | CAUCASIAN SKIN TONE | $3.50 |
| RAL77807 | SUNTAN SKIN TONE | $3.50 |
| RAL77808 | AMERICAN INDIAN SKIN TONE | $3.50 |
| RAL77809 | ASIAN SKIN TONE | $3.50 |
| RAL77810 | EAST INDIAN SKIN TONE | $3.50 |
| RAL77811 | AFRICAN SKIN TONE | $3.50 |
| RAL77812 | DUNKEL BROWN | $3.50 |
| RAL77813 | PINK | $3.50 |
| RAL77814 | BLOOD RED | $3.50 |
| RAL77815 | VIOLET | $3.50 |
| RAL77816 | PLUM | $3.50 |
| RAL77817 | LIGHT BLUE | $3.50 |
| RAL77818 | FLOURESCENT BLUE | $5.50 |
| RAL77819 | FLOURESCENT GREEN | $5.50 |
| RAL77820 | FLOURESCENT YELLOW | $5.50 |
| RAL77821 | FLOURESCENT RED | $5.50 |
| RAL77822 | FLOURESCENT MAGENTA | $5.50 |
| RAL77823 | CLEAR BRUSH ON SEALER | $3.50 |
| RAL77824 | BLACK BRUSH ON PRIMER | $3.50 |

# Paint Brushes

We've managed to pick up a great range of cheap, beautiful paint brushes, by Francheville. There are two types, pure sable, and the others are high quality white taklon that wash and keep very well. All brushes are a dream to use. I thoroughly recommend getting one of each size, as this will ensure you have a brush for every model job required.

## Taklon Paint Brushes

| | | |
|---|---|---|
| FRA200/10/0 | SIZE 10/0 TAKLON PAINT BRUSH | $2.25 |
| FRA200/5/0 | SIZE 5/0 TAKLON PAINT BRUSH | $2.25 |
| FRA200/3/0 | SIZE 3/0 TAKLON PAINT BRUSH | $2.25 |
| FRA200/2/0 | SIZE 2/0 TAKLON PAINT BRUSH | $2.40 |
| FRA200/0 | SIZE 0 TAKLON PAINT BRUSH | $2.40 |
| FRA200/001 | SIZE 1 TAKLON PAINT BRUSH | $2.50 |
| FRA200/002 | SIZE 2 TAKLON PAINT BRUSH | $2.75 |
| FRA200/003 | SIZE 3 TAKLON PAINT BRUSH | $2.90 |
| FRA200/004 | SIZE 4 TAKLON PAINT BRUSH | $3.35 |
| FRA200/005 | SIZE 5 TAKLON PAINT BRUSH | $3.70 |
| FRA200/006 | SIZE 6 TAKLON PAINT BRUSH | $3.90 |
| FRA200/008 | SIZE 8 TAKLON PAINT BRUSH | $5.40 |
| FRA200/010 | SIZE 10 TAKLON PAINT BRUSH | $6.25 |
| FRA200/012 | SIZE 12 TAKLON PAINT BRUSH | $7.60 |

## Sable Paint Brushes

| | | |
|---|---|---|
| FRA424/20/0 | SIZE 20/0 SABLE BRUSH | $3.00 |
| FRA424/10/0 | SIZE 10/0 SABLE PAINT BRUSH | $3.10 |
| FRA424/3/0 | SIZE 3/0 SABLE PAINT BRUSH | $3.40 |
| FRA424/2/0 | SIZE 2/0 SABLE PAINT BRUSH | $3.40 |
| FRA424/0 | SIZE 0 SABLE PAINT BRUSH | $3.50 |
| FRA424/001 | SIZE 1 SABLE PAINT BRUSH | $3.80 |
| FRA424/002 | SIZE 2 SABLE PAINT BRUSH | $4.40 |
| FRA424/003 | SIZE 3 SABLE PAINT BRUSH | $5.40 |
| FRA424/004 | SIZE 4 SABLE PAINT BRUSH | $7.25 |
| FRA424/005 | SIZE 5 SABLE PAINT BRUSH | $8.75 |
| FRA424/006 | SIZE 6 SABLE PAINT BRUSH | $10.00 |
| FRA424/007 | SIZE 7 SABLE PAINT BRUSH | $16.95 |
| FRA424/008 | SIZE 8 SABLE PAINT BRUSH | $22.95 |

# Black Wash

One of my secrets to a great paint job. I use Ral Partha acrylic paints to give a basic paint job to all of my 15mm ancient, medieval and even 25mm Warhammer 40,000 figures - without using any shading. Leave the figures at least 6 hours to dry. Then I mix about 1 part Revell Matt Black Enamel to about 20 to 25 parts Revell Matt Varnish Enamel, and then paint the figures thickly with this black wash. The black washes into all the creases and lines to give a beautiful job that looks like I've spent hours painting the figures. For 15mm figures, this black wash completes them. For Warhammer 40,000 figures I then highlight all raised surfaces with lighter colors than I used with the basic paint job.

| | | |
|---|---|---|
| REVELL2 | MATT VARNISH ENAMEL 14ml | $1.95 |
| REVELL8 | MATT BLACK ENAMEL 14ml | $1.95 |

# Super Glue

| | | |
|---|---|---|
| CIT83910 | Citadel Super Glue 5 gram | $9.50 |
| | **FLASH Cyanoacrylate Medium Grade Super Glue 14 gram** | **$6.00** |
| | **FLASH Cyanoacrylate Medium Grade Super Glue 29 gram** | **$9.00** |

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Peter Stone
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Moorabbin Vic 3189
Fax 03 9553 3339

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